

# ENCYCLOPEDIA

# ZIMTANICA



"INVADER ZIM" CHARACTER MODEL/ATTITUDE REFERENCE GUIDE

# VOL. 1

ZIM AND GIR (w/NO DISGUISES)

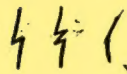


이마의 주름들은

수직으로

유지하세요

KEEP THE  
FOREHEAD WRINKLE  
MORE VERTICAL



ANY OF THESE  
ARE FINE

어떤 모양도 좋습니다



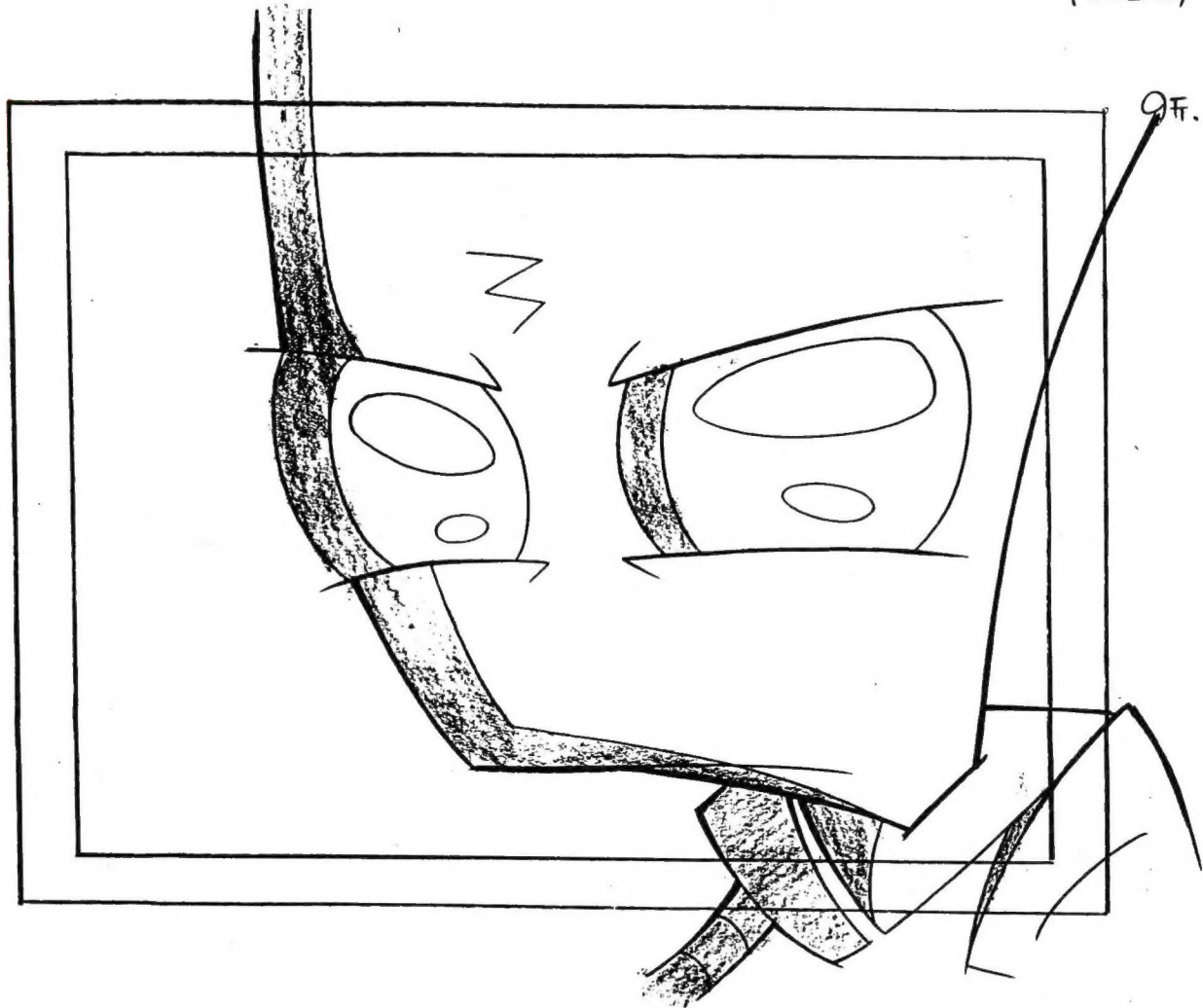
KEEP THESE EXPRESSION  
LINES, OR EYELID LINES,  
STRAIGHT.

이 눈썹 / 눈꺼풀  
라인들은 직선으로.

X

1020

9F. 4







VOOT CRUISER  
OFF-MODEL

부속 3각지 8월 10일.



2 HEADS TALL

0771 571 11



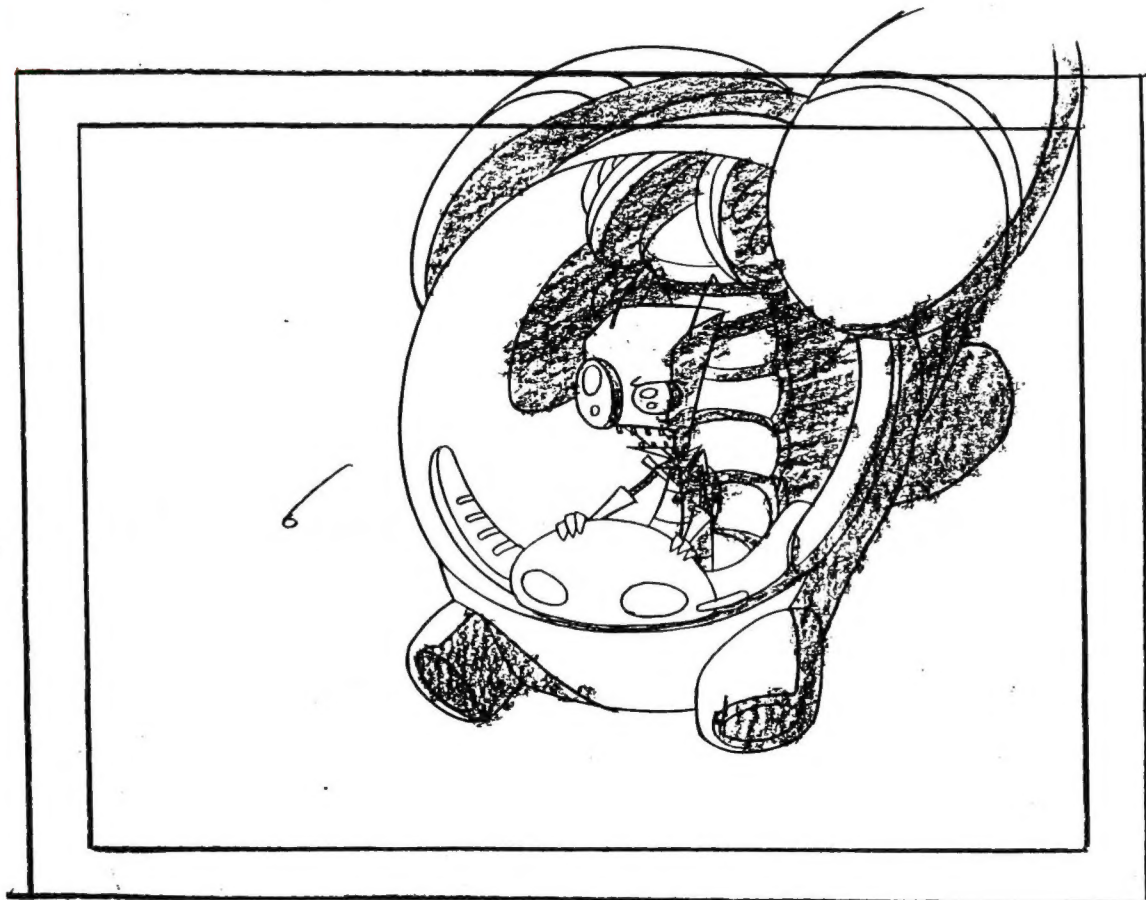
BIGGER  
HEAD,

MORE FOREHEAD

0771 571 11  
0771 571 11

X

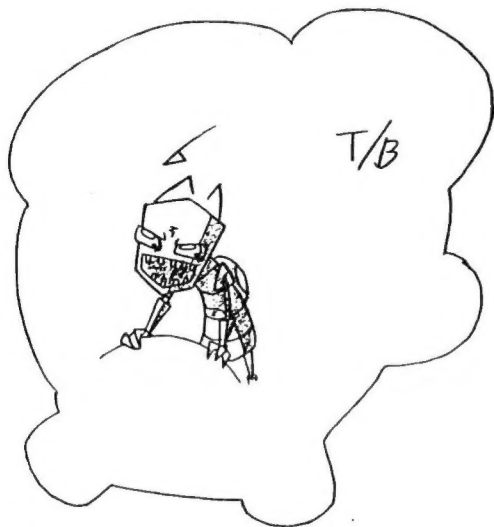
97. 4



I 2 # 101 A

SL-133

PG-1





ARMS  
CAN  
ELONGATE

팔은  
늘릴  
수  
있음.



EYES LOW ON FACE

눈의  
높이  
낮게  
위치 않게





pen ②



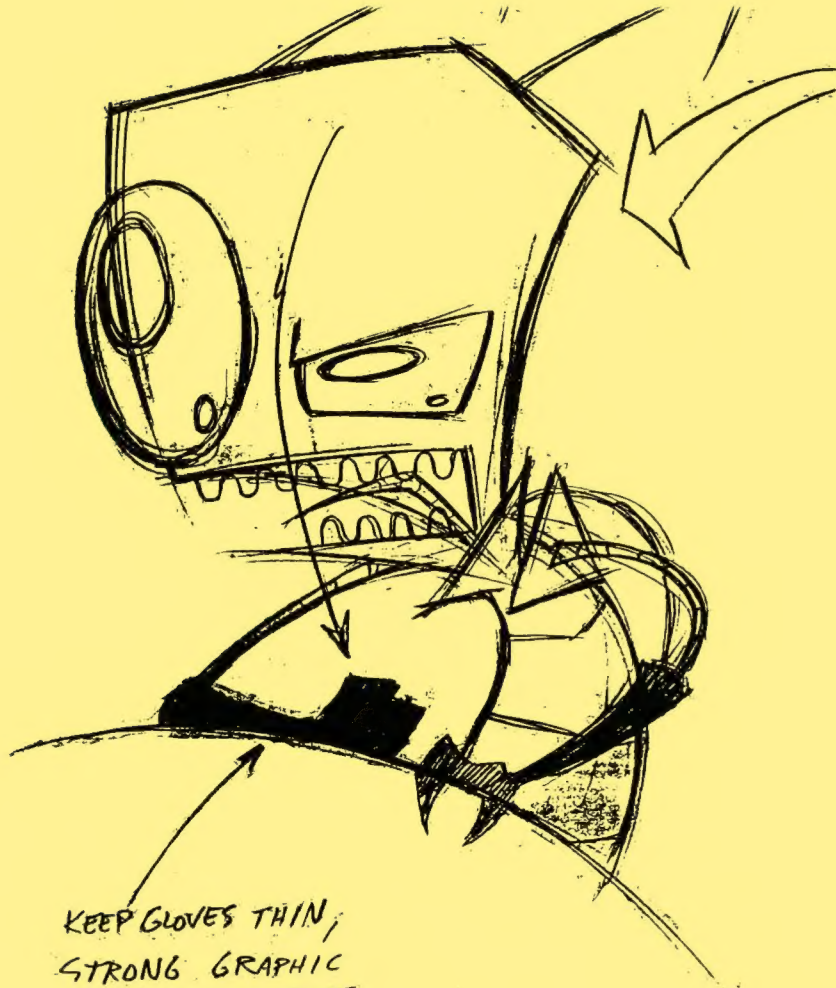
104 ①



104 ②



104 ③



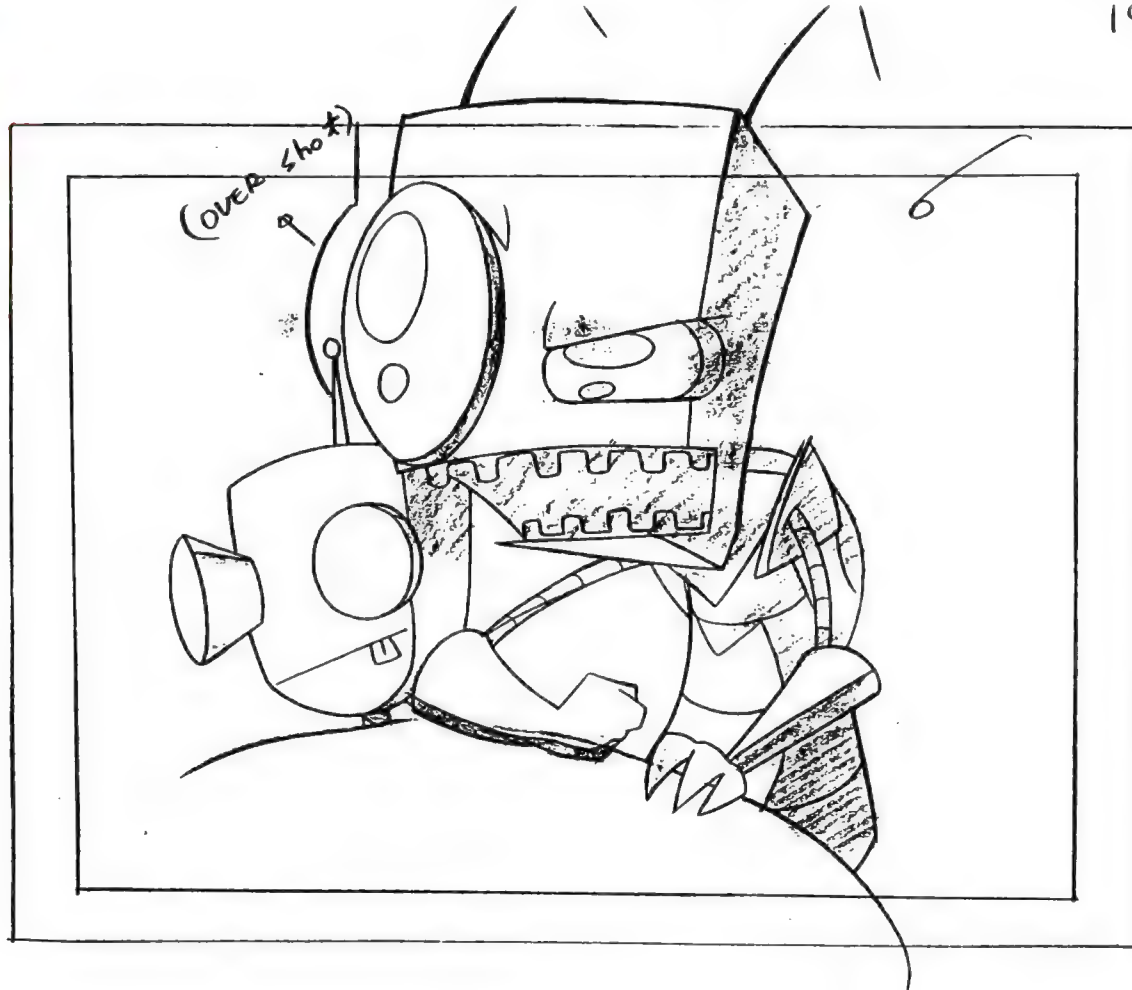
KEEP GLOVES THIN,  
STRONG GRAPHIC  
SHAPE FOR FIST

강감은 가늘고 두꺼워지지

고려: 두꺼워지지 않게



1050 (7)



1050 (7)

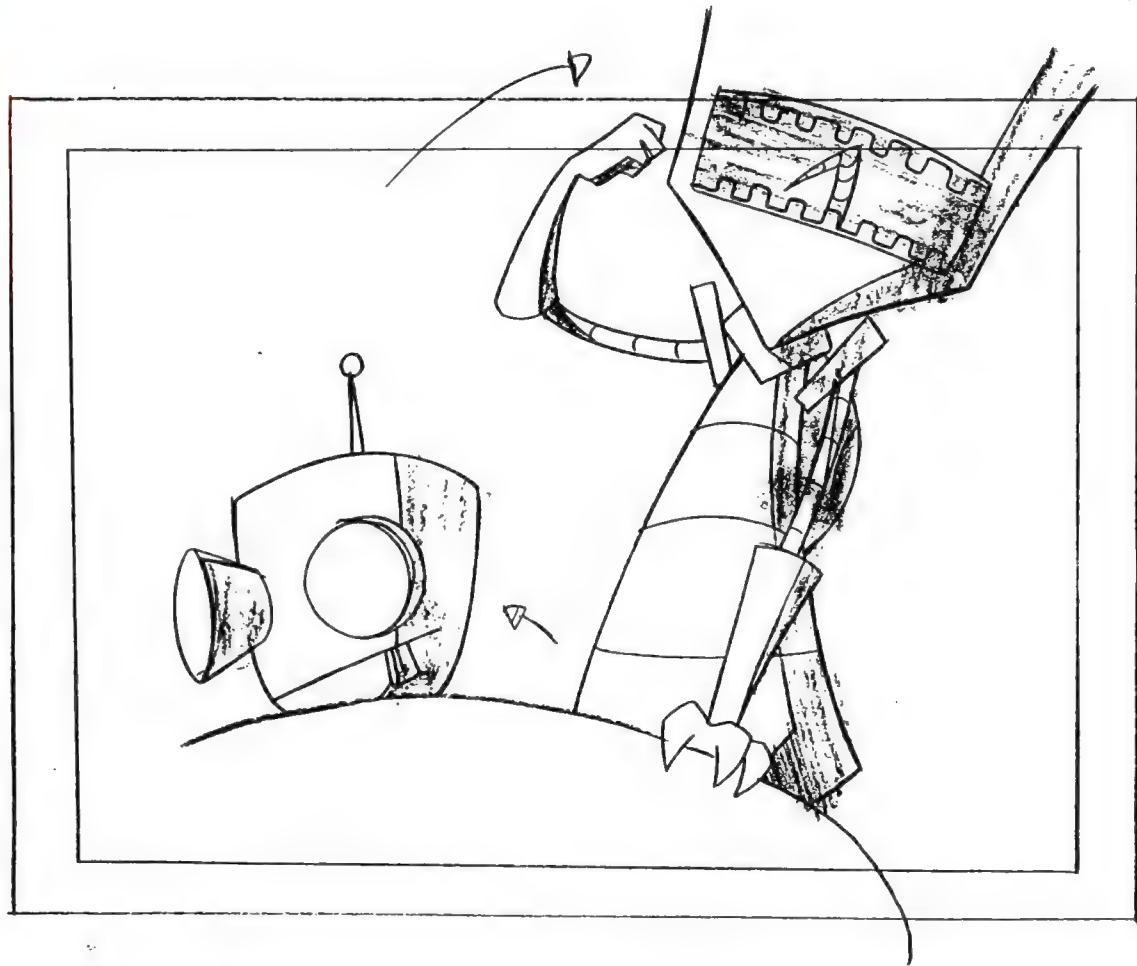


FORGET ANATOMY,  
ATTACH MODEL  
TO LINE OF ACTION

사실상 (해부학적으로)  
정교하지 마시고  
액션 라일에 모델을  
만들주세요.









AGAIN, ROUNDER TEETH,  
BACK LINE OF MOUTH  
FROM THROAT

여기, 이빨들은 더 둥글게  
입의 뒷쪽까지만  
목구멍까지 바로 나옵니다

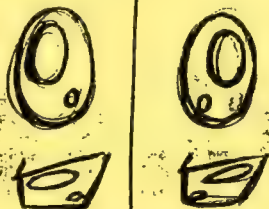
SHARP  
GRAPHIC  
SHAPES

나뭇가지  
같은 느낌

TAPER LIMBS  
나뭇가지  
같은 느낌

큰 쪽에 한 쪽에  
작은 쪽에 다른  
한 쪽에 안쪽에  
있습니다

EYE HIGHLIGHTS  
BIG ONE ON ONE SIDE,  
LITTLE ONE ON OPPOSITE  
SIDE



DON'T STICK THEM  
한 쪽은 항상 아래





둥글어진 이빨을  
ROUNDER TEETH



BACK LINE OF MOUTH  
SHOULD SPRING FROM  
THROAT

입의 뒤쪽 라인에  
목구멍에서  
바로 튀어나와야 합니다.



TOO SQUARE  
너무 각져 있습니다.



BACK LINE  
OF MOUTH  
KN'T SPRINGING  
FROM THROAT

입의 뒤쪽 라인의  
목구멍에서  
나와야 합니다



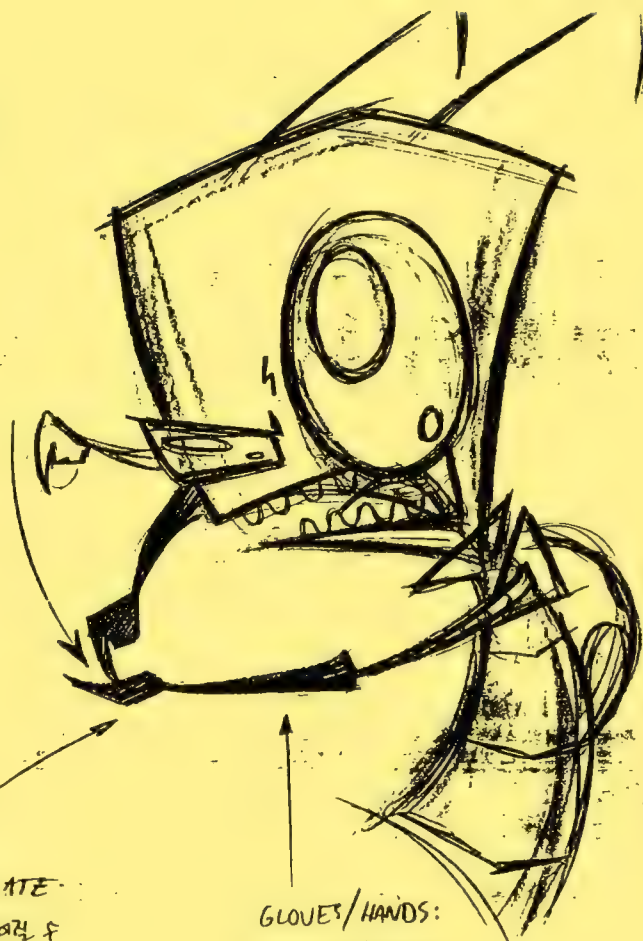
ARMS  
CAN  
ELONGATE

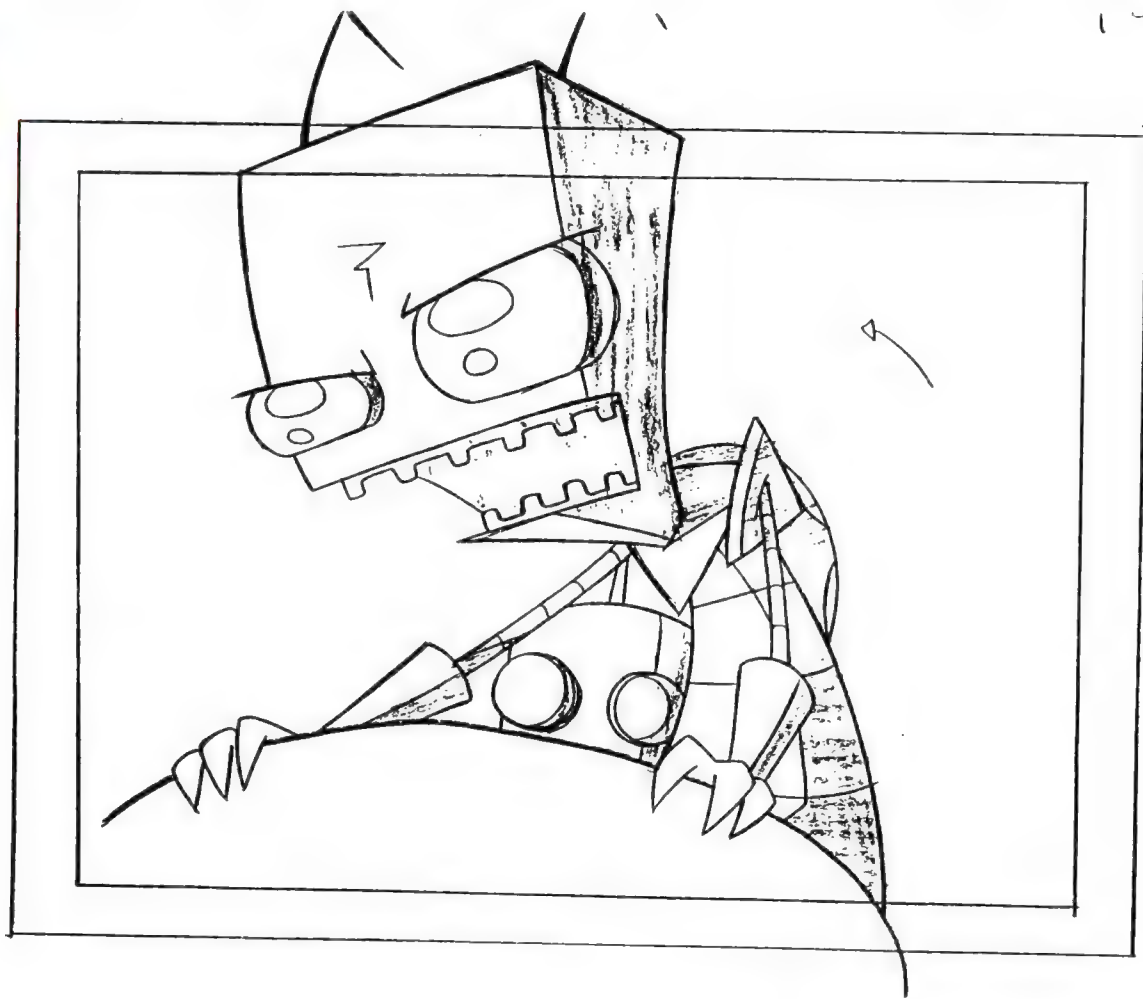
팔은 길어질 수  
있습니다

GLOVES/HANDS:  
SHARP GRAPHIC  
SHAPES, TAPER SHAPES

장갑 / 손

팔과 손은 긴다거나 짧거나  
대칭이나 비대칭이 될 수 있다



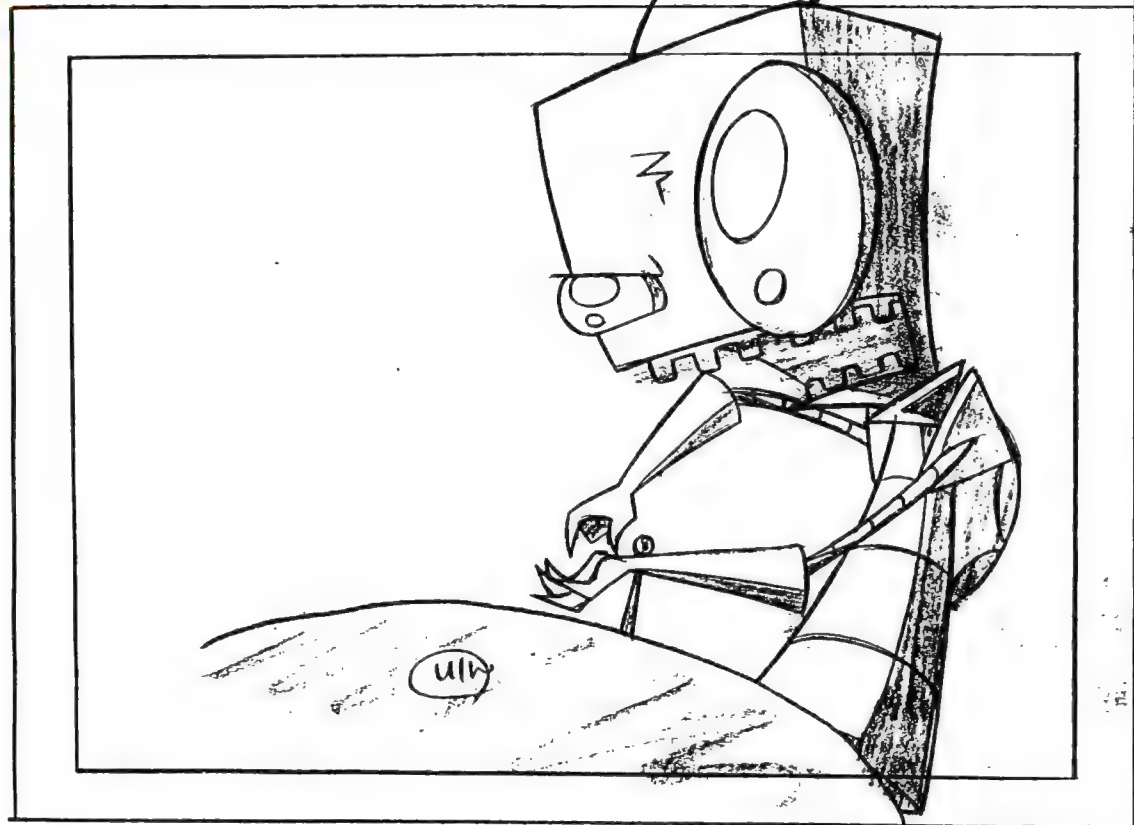








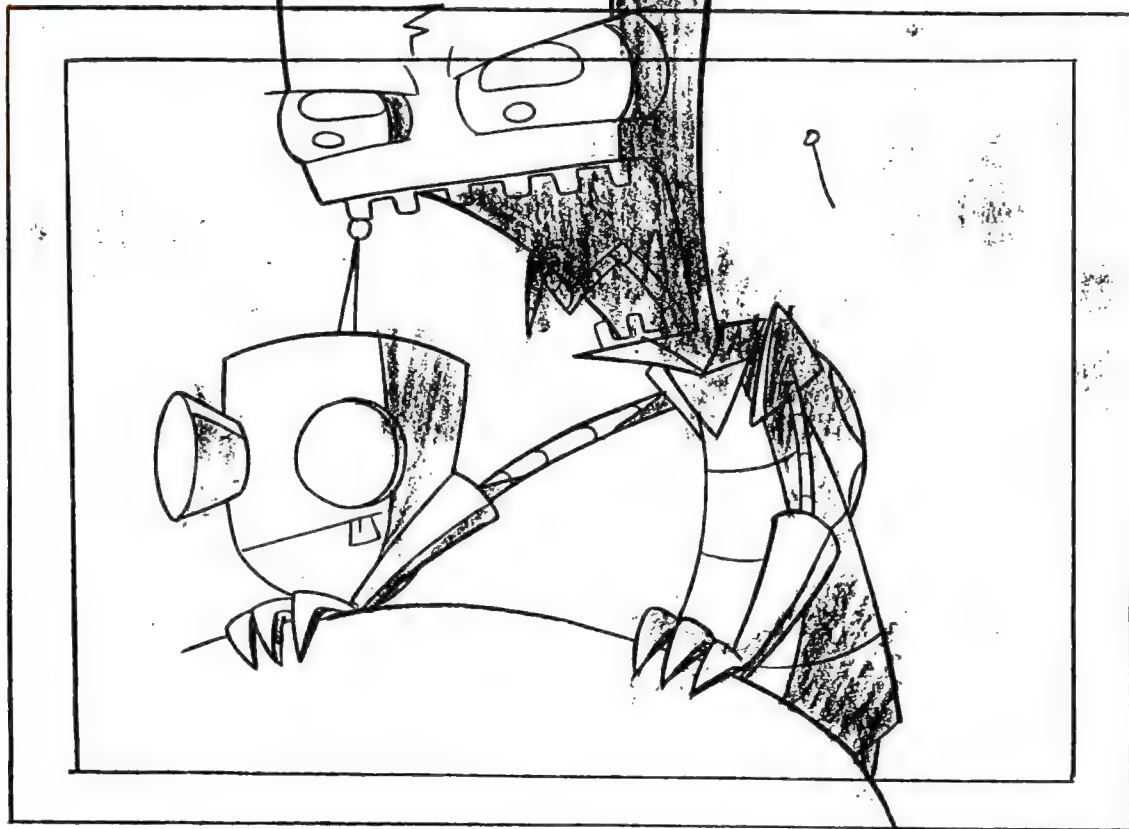
9F.4.







Pose (5)







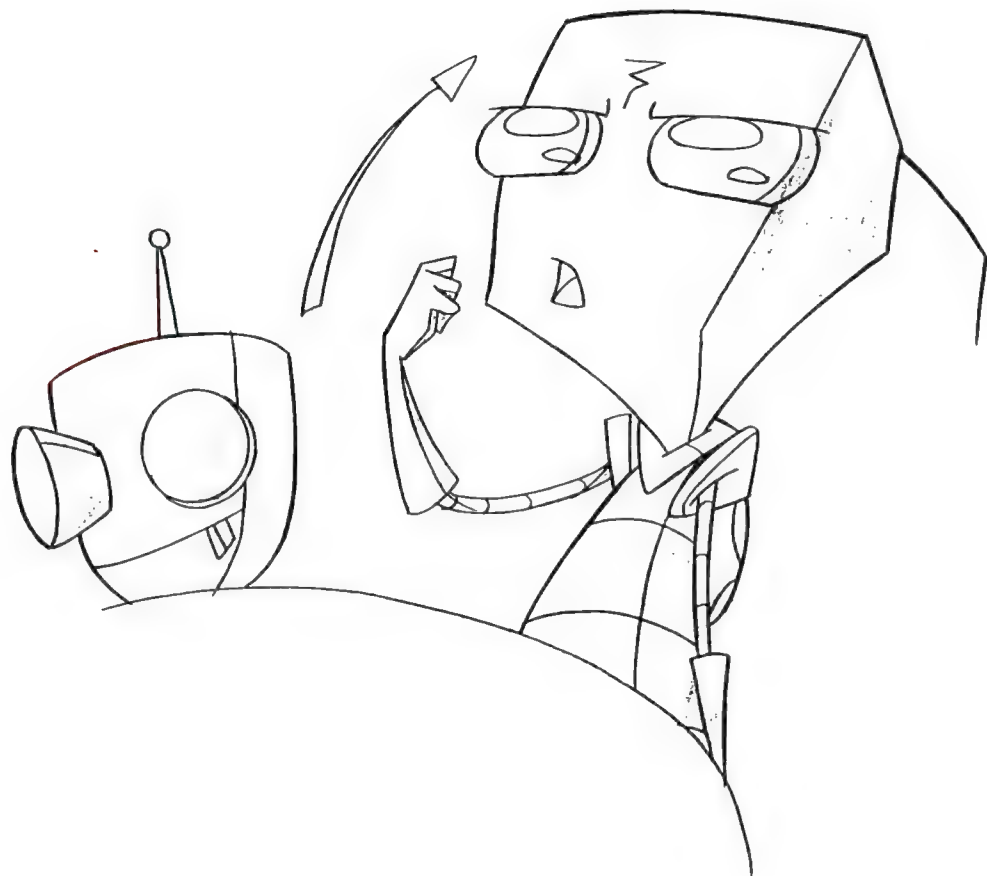
안타까운  
눈 다 그려  
지워줘

EYES IN MIDDLE  
OF HEAD ON  
UP-SHOT

SMOOTH OUT THIS  
CONTOUR (NO DIPS)

이 디렉션이 좀 어긋나 양쪽  
다듬어 이어지게.





I-2 # 107 (A)

SG-132

W/C 150  
BCT

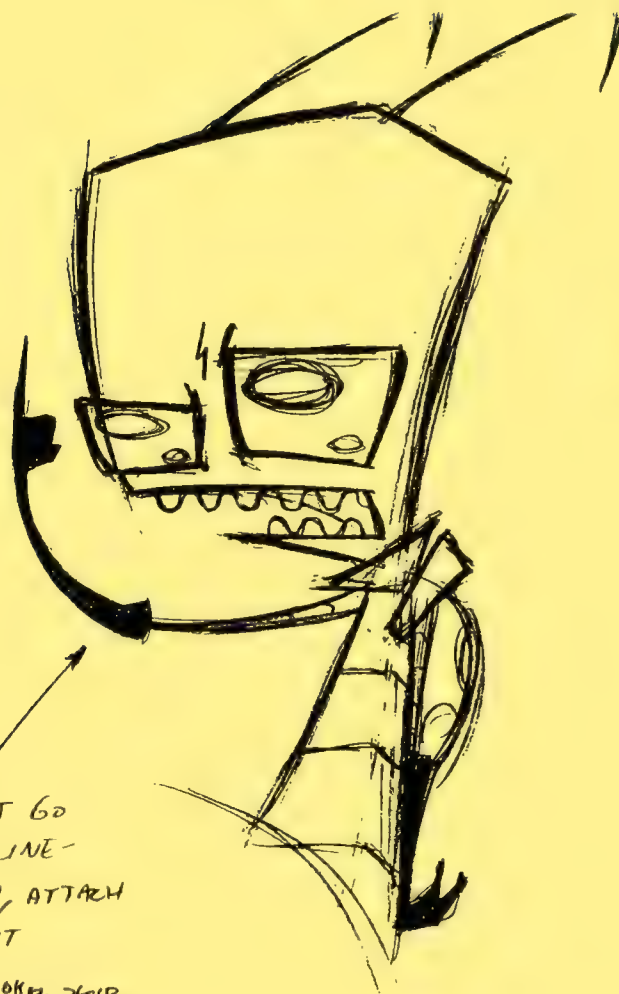


약간 더 긴  
감동 머리  
SLIGHTLY  
TALLER  
CAN-HEAD

FEATURES  
SIT LOWER  
ON FACE

이목구비는  
얼굴에서 낮게  
위해하게  
해 주세요.

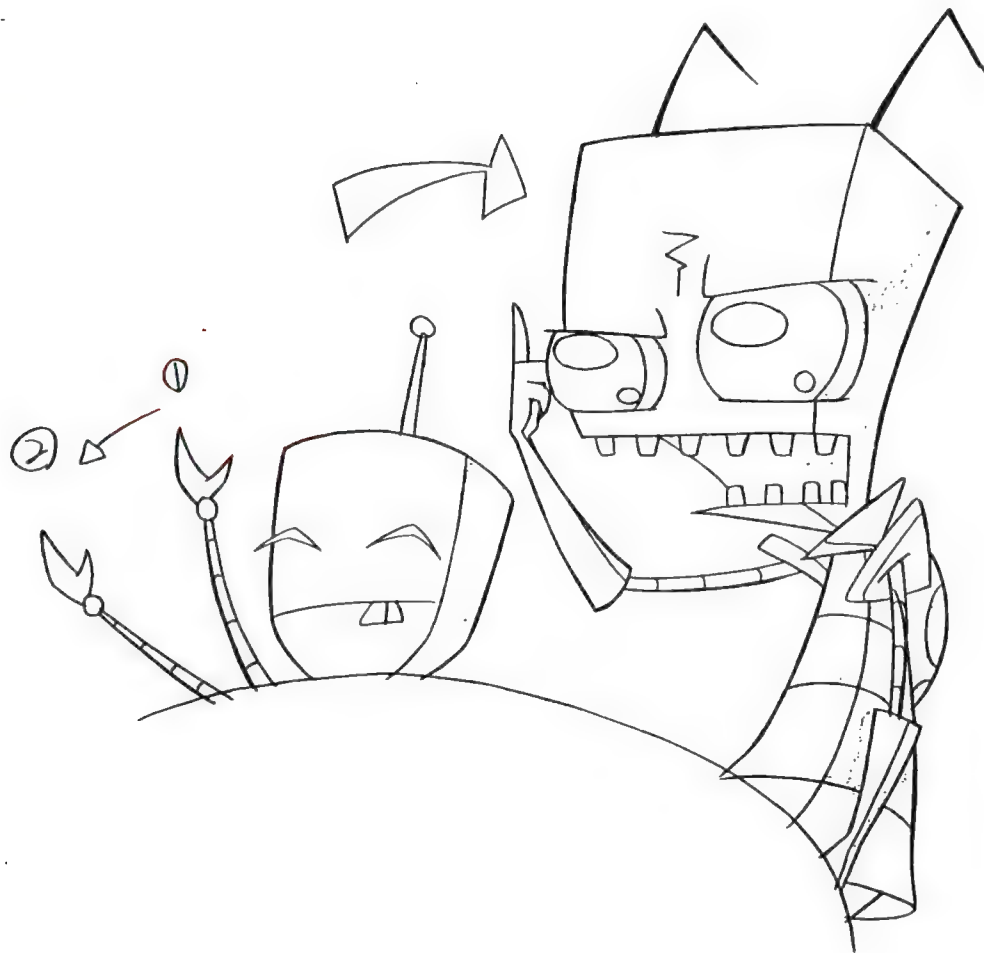




AGAIN, JUST GO  
FOR BOLD LINE-  
OF-ACTION, ATTACH  
MODEL TO IT

또한, 한 개의 액션 모델을  
그리고 그 위에 인물을 붙이세요.





I-8

#107 (A)

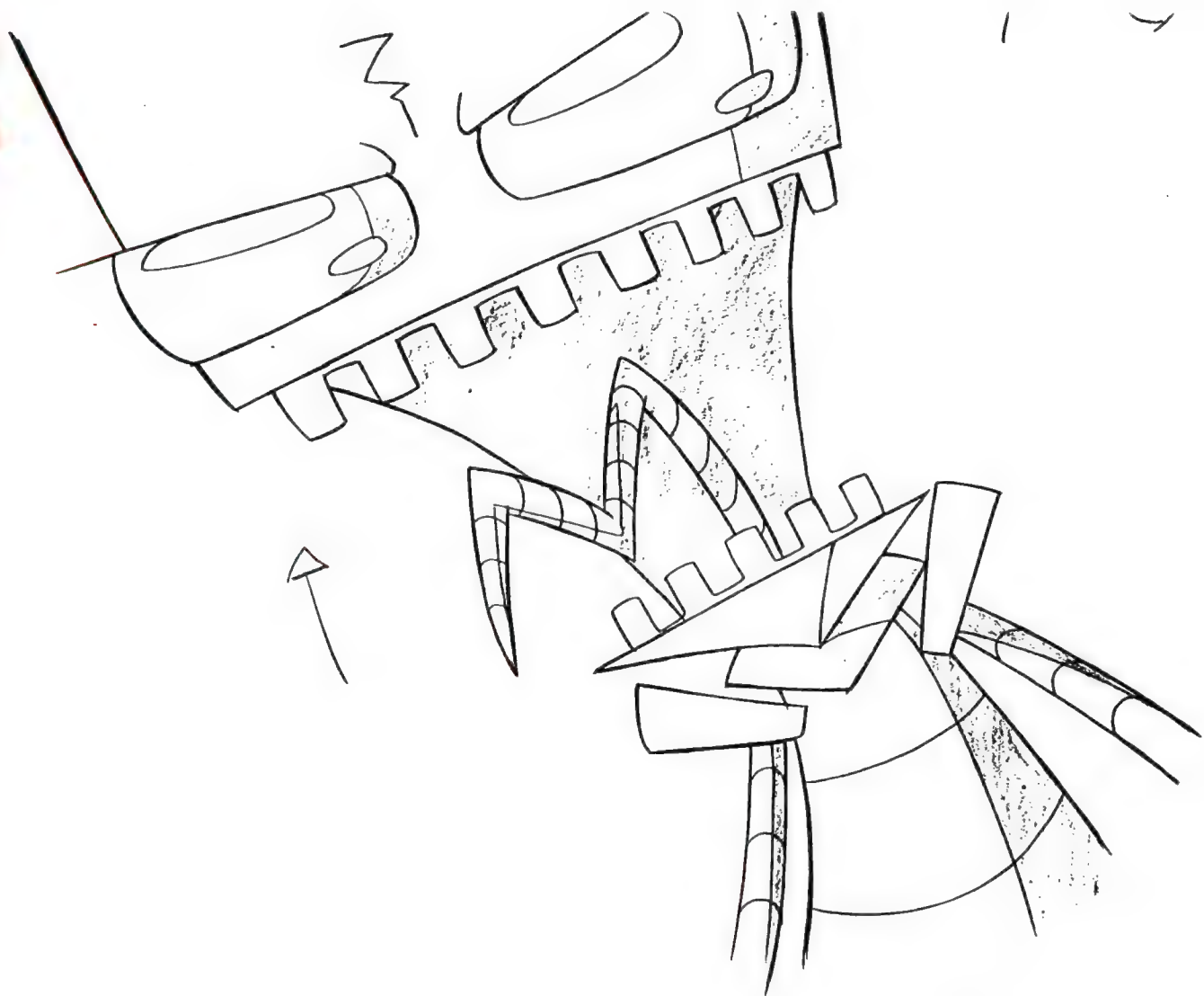


LC-132



U/L BOS/A  
BGT





IE

# 107

(A)

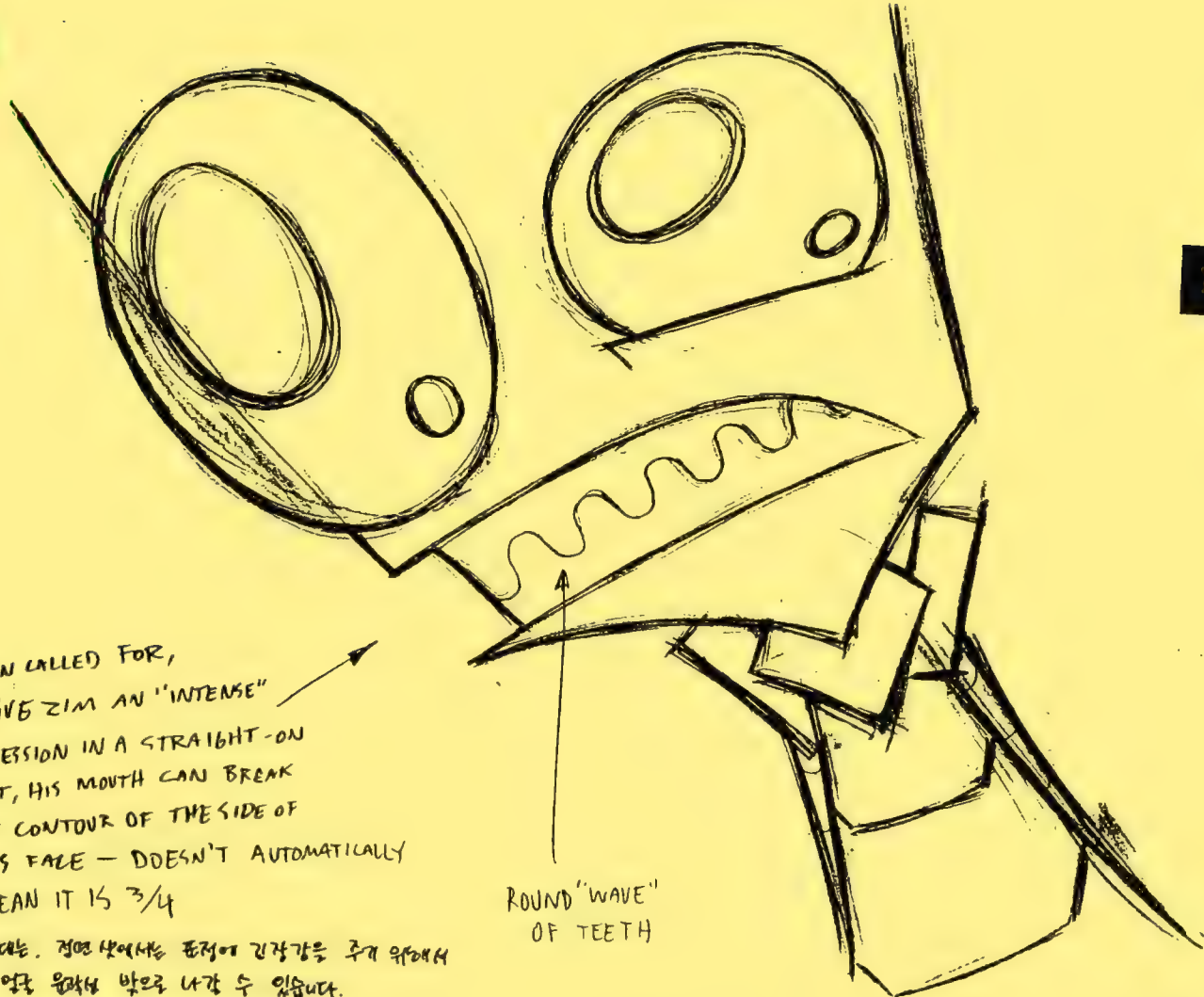


GC-135



W/L  
B/GT

135



WHEN CALLED FOR,  
TO GIVE ZIM AN "INTENSE"  
EXPRESSION IN A STRAIGHT-ON  
SHOT, HIS MOUTH CAN BREAK  
THE CONTOUR OF THE SIDE OF  
HIS FACE — DOESN'T AUTOMATICALLY  
MEAN IT IS 3/4

ROUND "WAVE"  
OF TEETH

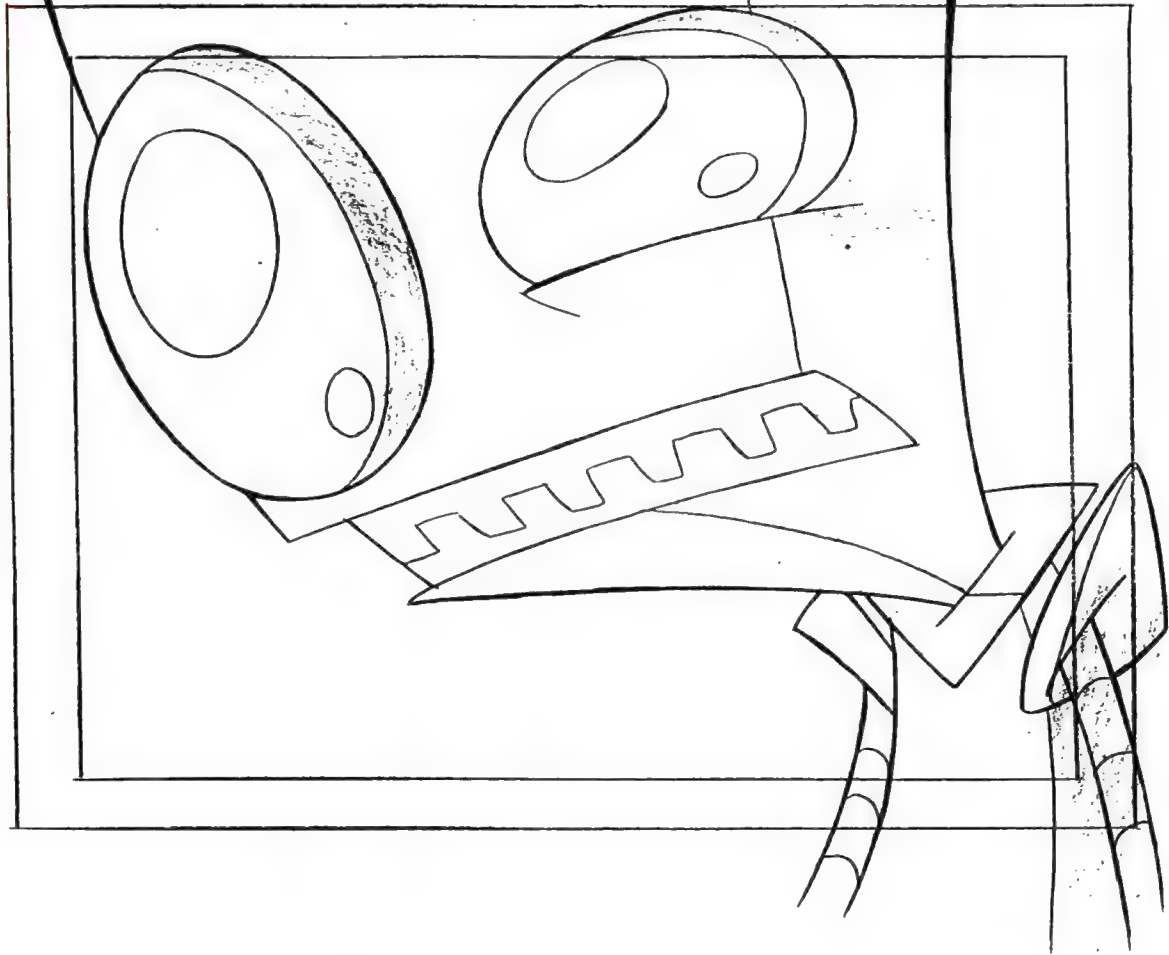
필요할때는. 정면 샷에서 눈썹이 긴장감을 주게 위해서  
입이 약간 올라가 반으로 나눌 수 있습니다.

반대 3/4 샷에서는 잘 안됩니다.





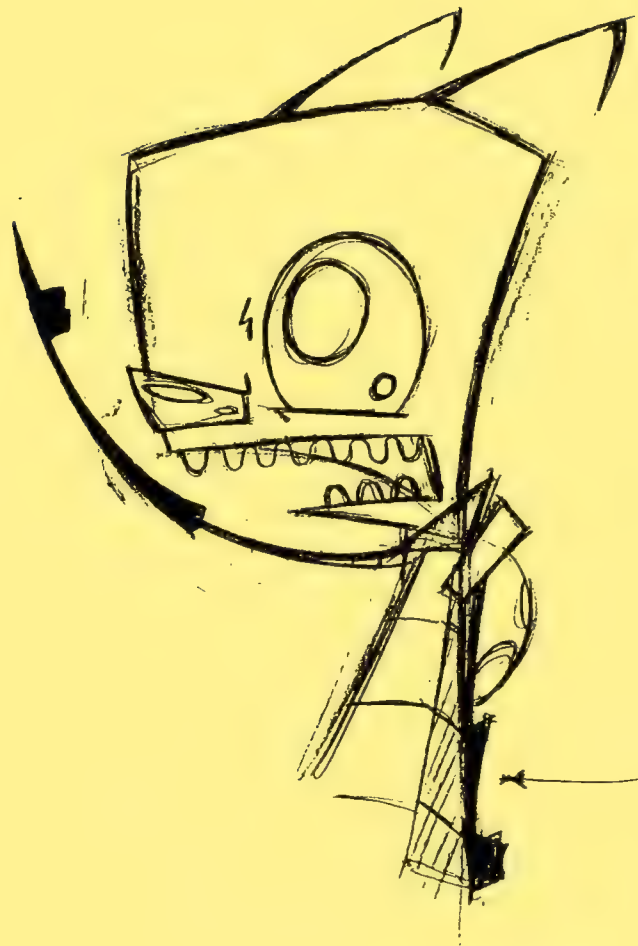
9F.4



I-2 #107④

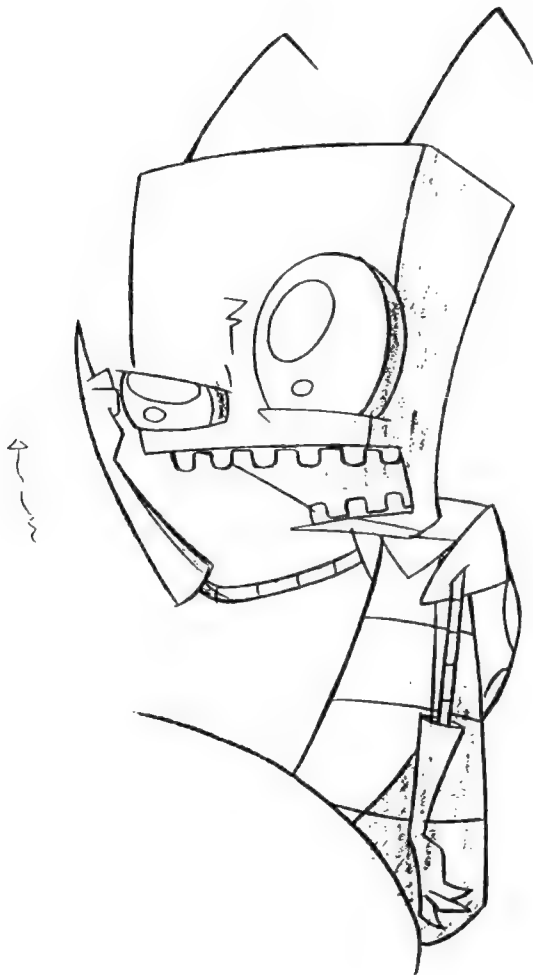
6C-135

u/c ) 135  
B&G



AGAIN,  
PUT ARM  
FLUSH w/  
OUTER  
CONTOUR  
TO STRENGTHEN  
POSE LIKE  
A SPLINT

이제 강하게 그려  
팔을 외곽선  
따라주세요.



#107 @

SL - 145

WL  
BS 130618



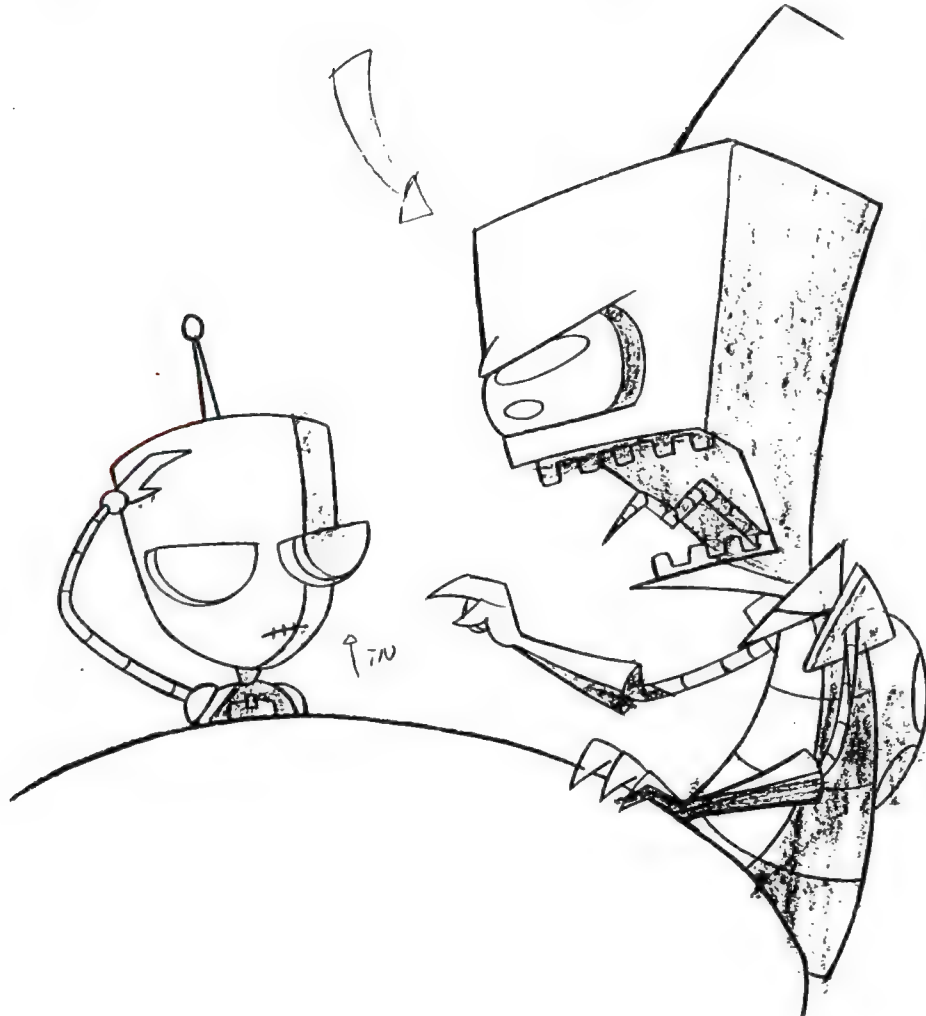
WATCH GIR BODY  
CONSTRUCTION -  
HIS BODY IS LIKE  
A RIGID LITTLE CAN



I DON'T THINK  
WE NEED TO  
SEE INSIDE OF  
MOUTH IN  
PROFILE



1052 4







조금은 이런 입은 더 이상  
좋아하지 않아요

JOHNEN DOESN'T  
WANT TO SEE MOUTHS  
LIKE THESE ANYMORE,  
BETTER TO GO WITH,

OR



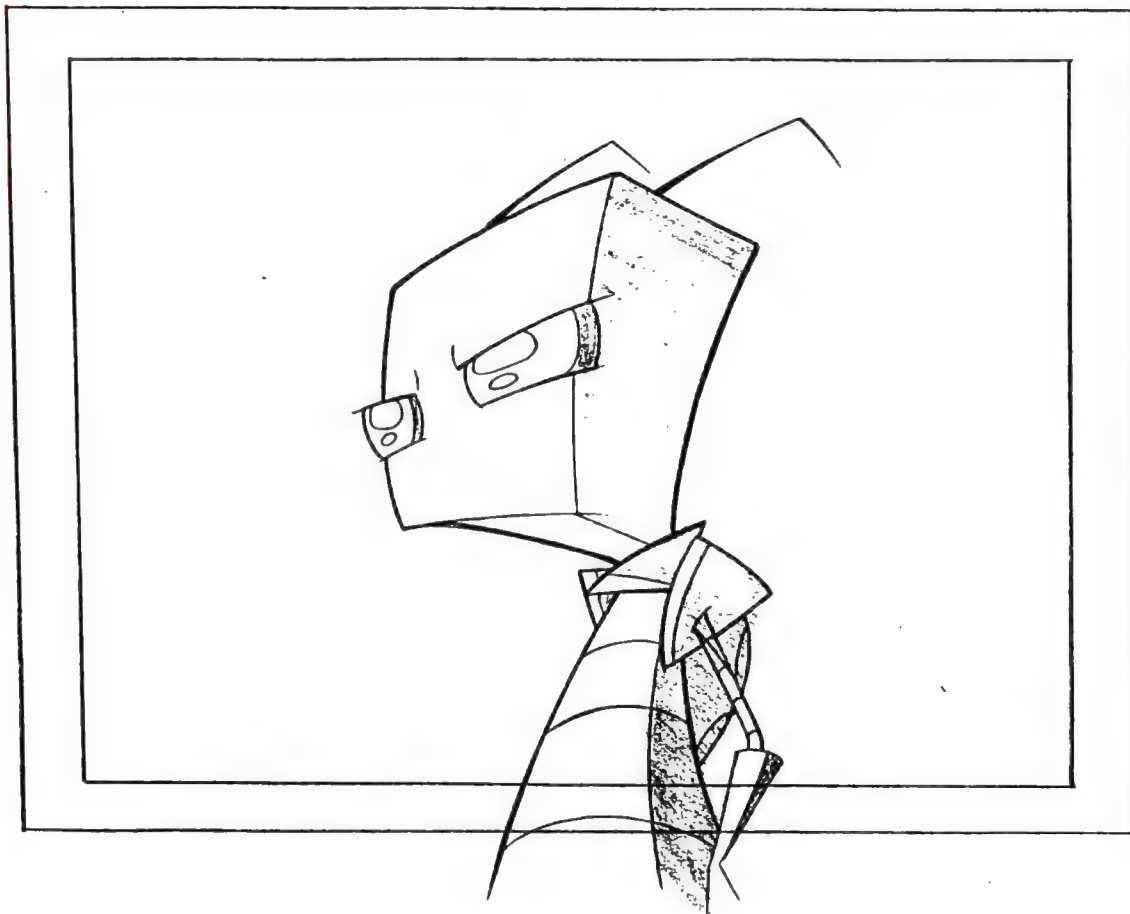
← 이렇게 하주세요

만일 짐이 지금처럼  
몸가를 각동해킨다면  
나름대로 멋진 (쿨~한)  
것은 하긴있을 때애는  
이렇게 "주먹을 옆으로 내린"  
포즈를 취할 것입니다.

IF ZIM IS DOING  
SOMETHING "COOL",  
LIKE ACTIVATING  
HIS BUBBLE SHIELD  
HERE, HE WOULD  
PROBABLY STRIKE  
THIS "FISTS AT SIDE"  
POSE



9F-4



TZ

# 107@

SL-4B

U/L  
B4 148

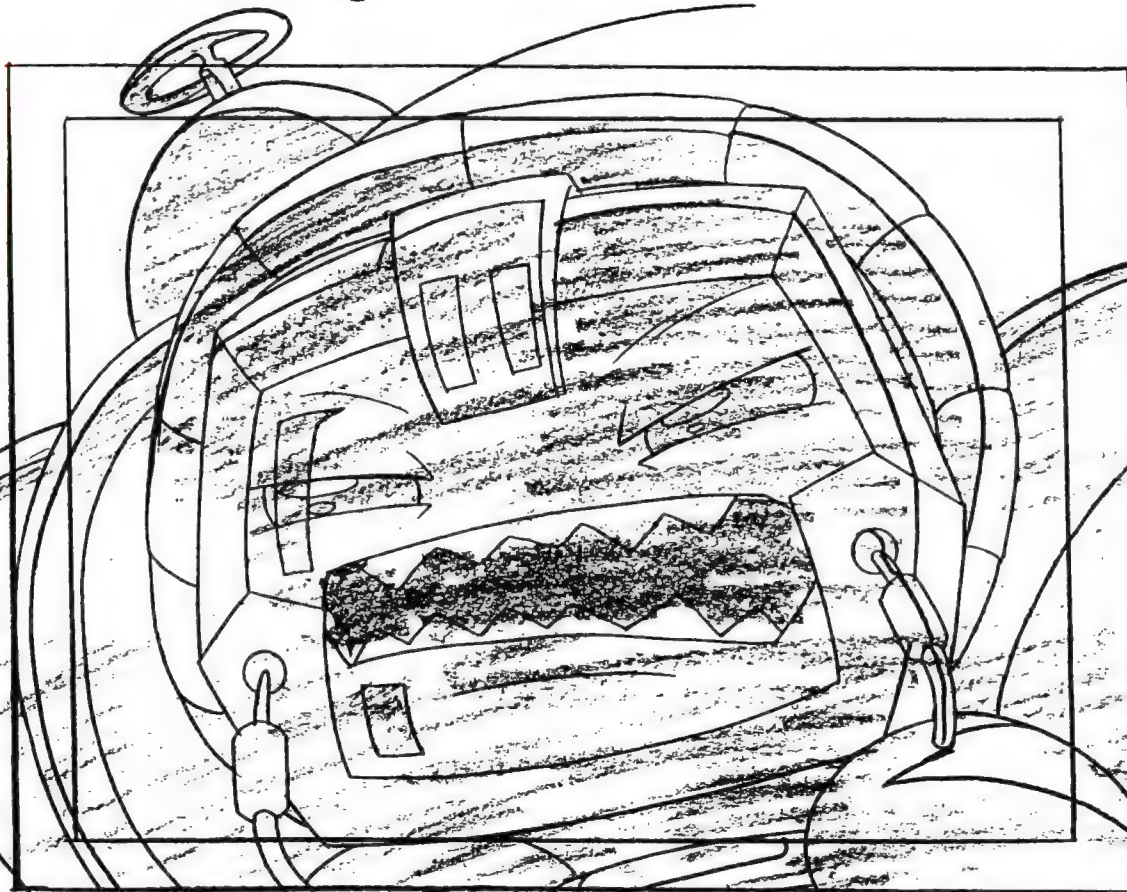


STAY ANGULAR  
w/EXPRESSION

표정도 각지게



6



IZ #1010

SC-162

BG-162



LET'S KEEP THE EYE  
EXPRESSION LINES  
STRAIGHT/ANGULAR

눈 / 표정 라인을  
직선으로 / 각지게  
유지하세요.

DON'T  
FORGET  
NOSTRILS

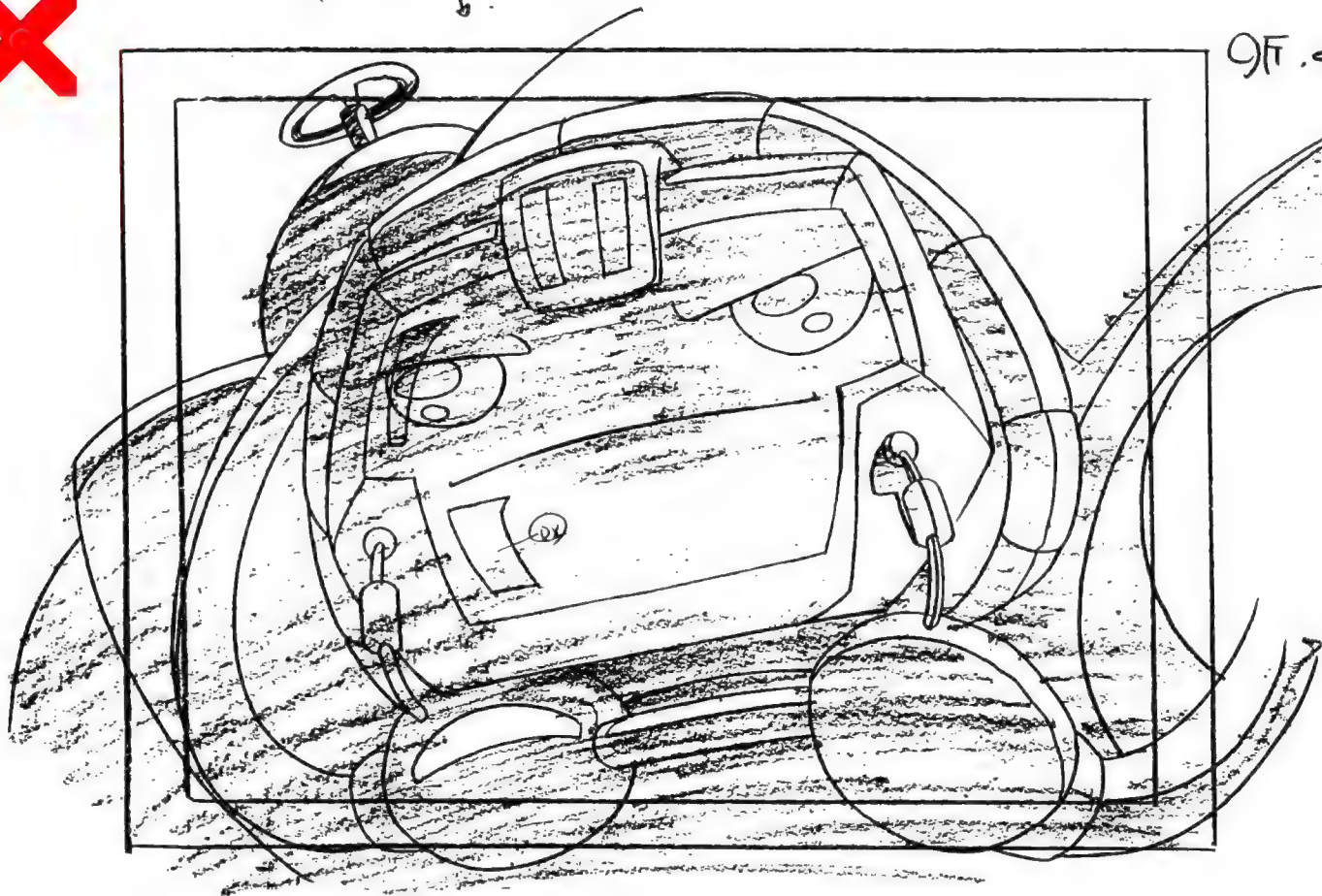




#92 (col 14)  
b.

10550/

9F.4

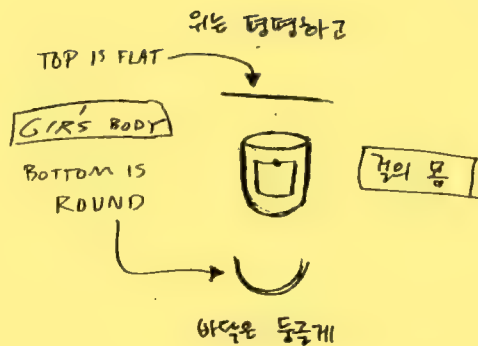


I-2

#120 (14)

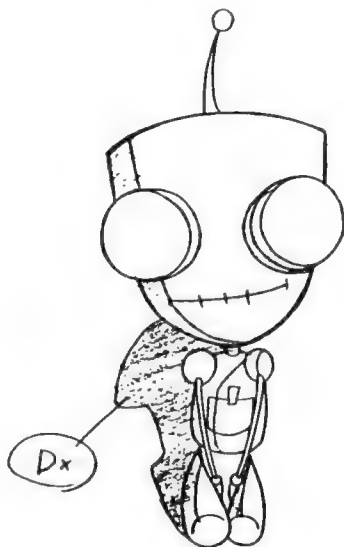
SC-162

BG-162





9F. 4



Iz

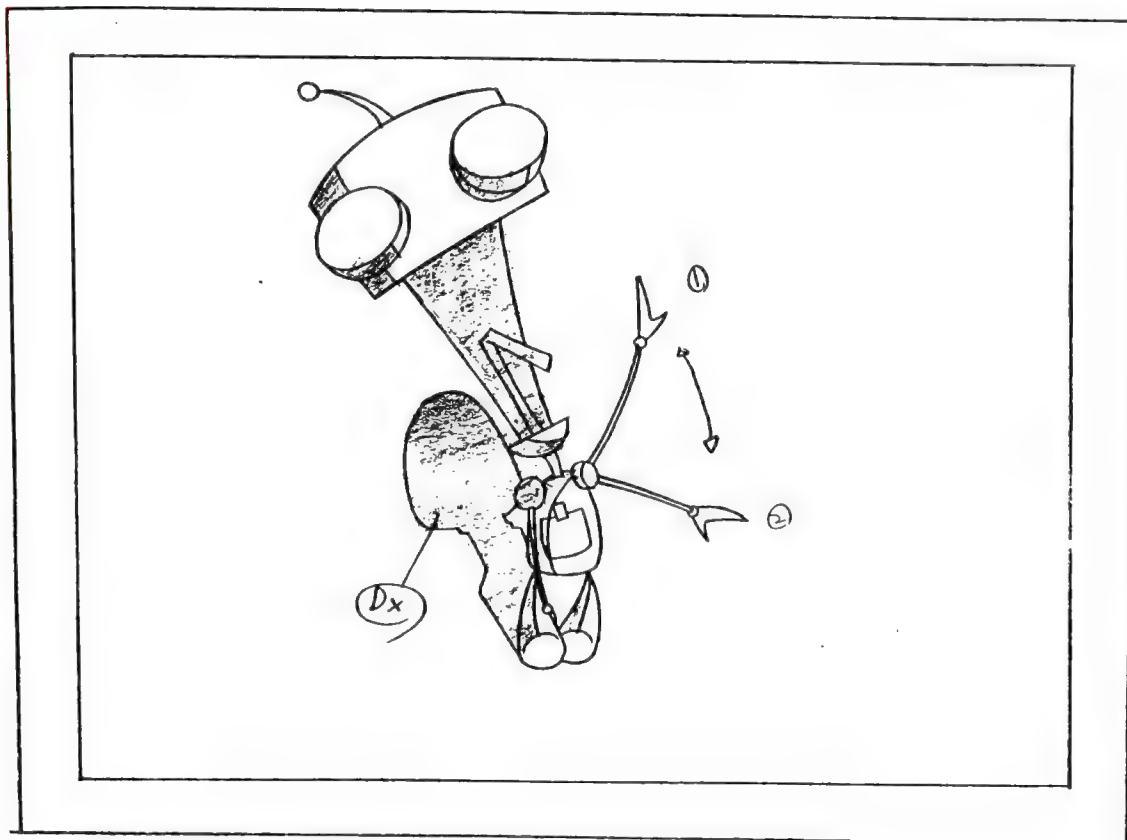
# 100 ④

SC-189

Ba-No  
M/L-189



Pose(2)



Iz

# 100 ④

SC-187

BG - NO

U/L - 187

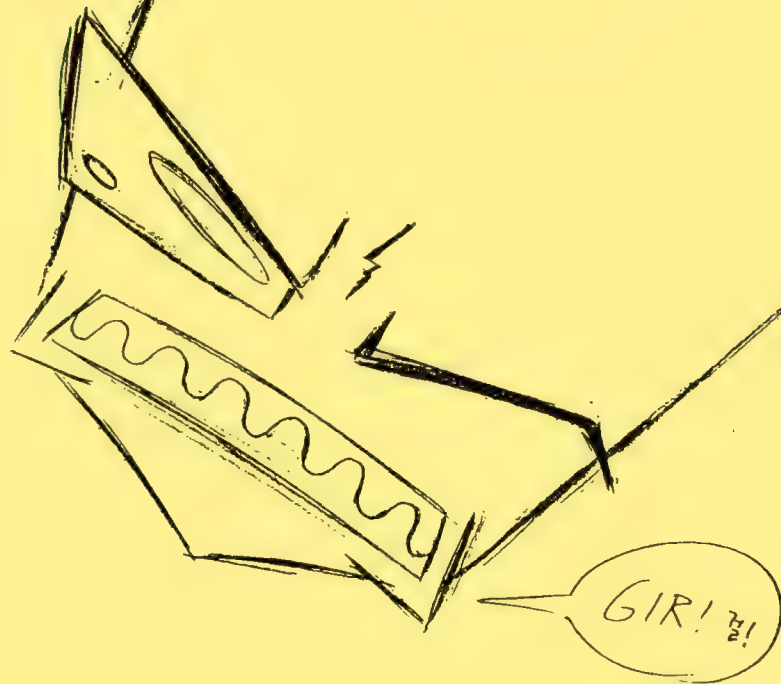


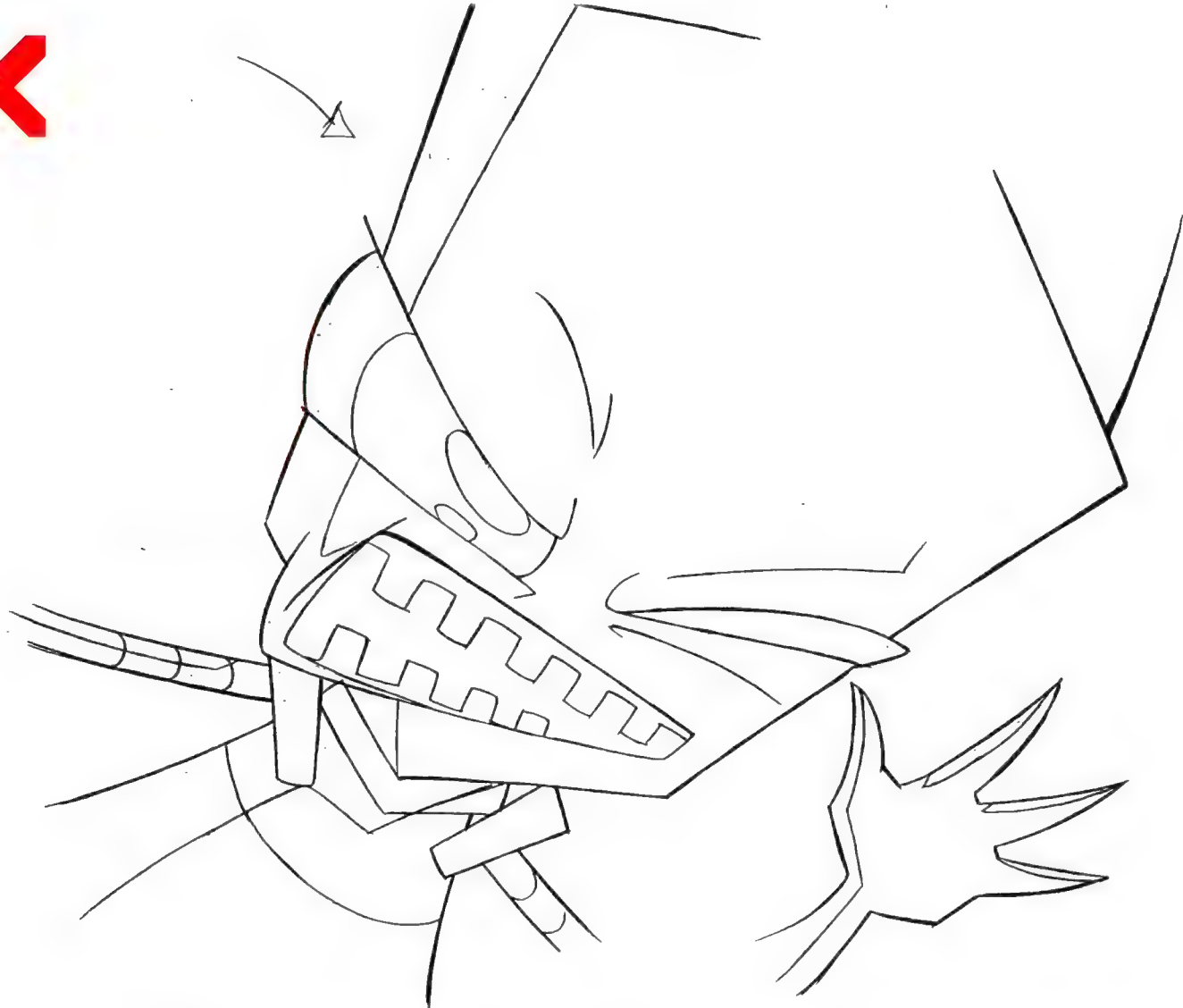
TONGUE  
IS SQUARED-OFF  
"M", LIKE HUMANS

검의 혀는 다른 사람  
캐릭터들처럼 "M"  
사각으로 끝나는



POSE (3)





I-2 #107(A)

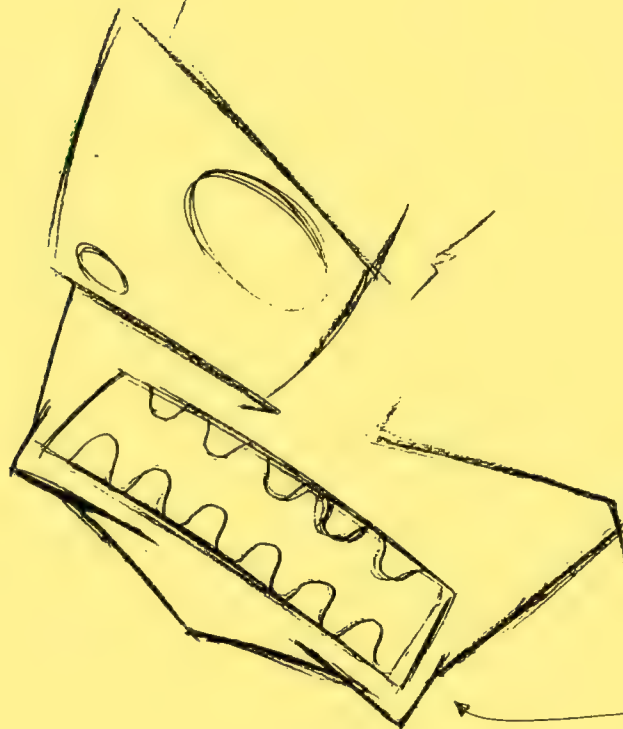


LC-188



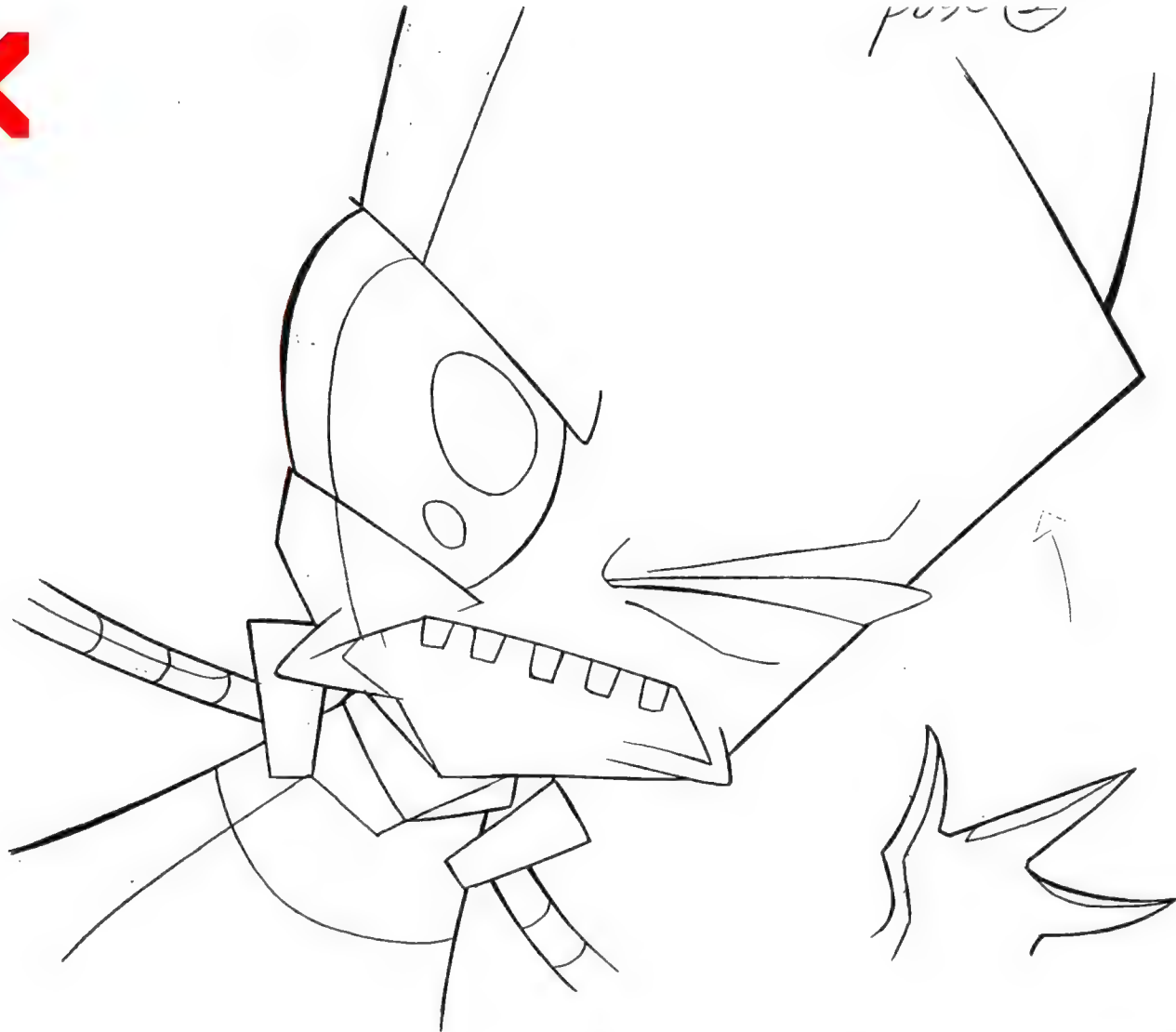
BG-188

POSE (2)



만인 표정을 위해서 입의 형태가  
얼굴 디코어 밖으로  
나가야 할 때는 이런  
테크닉을 이용하세요.

IF THE MOUTH SHAPE  
NEEDS TO EXCEED THE  
OUTER CONTOUR OF THE  
FACE FOR THE SAKE OF  
THE EXPRESSION, USE  
THIS TECHNIQUE



IZ #101A



LC-188

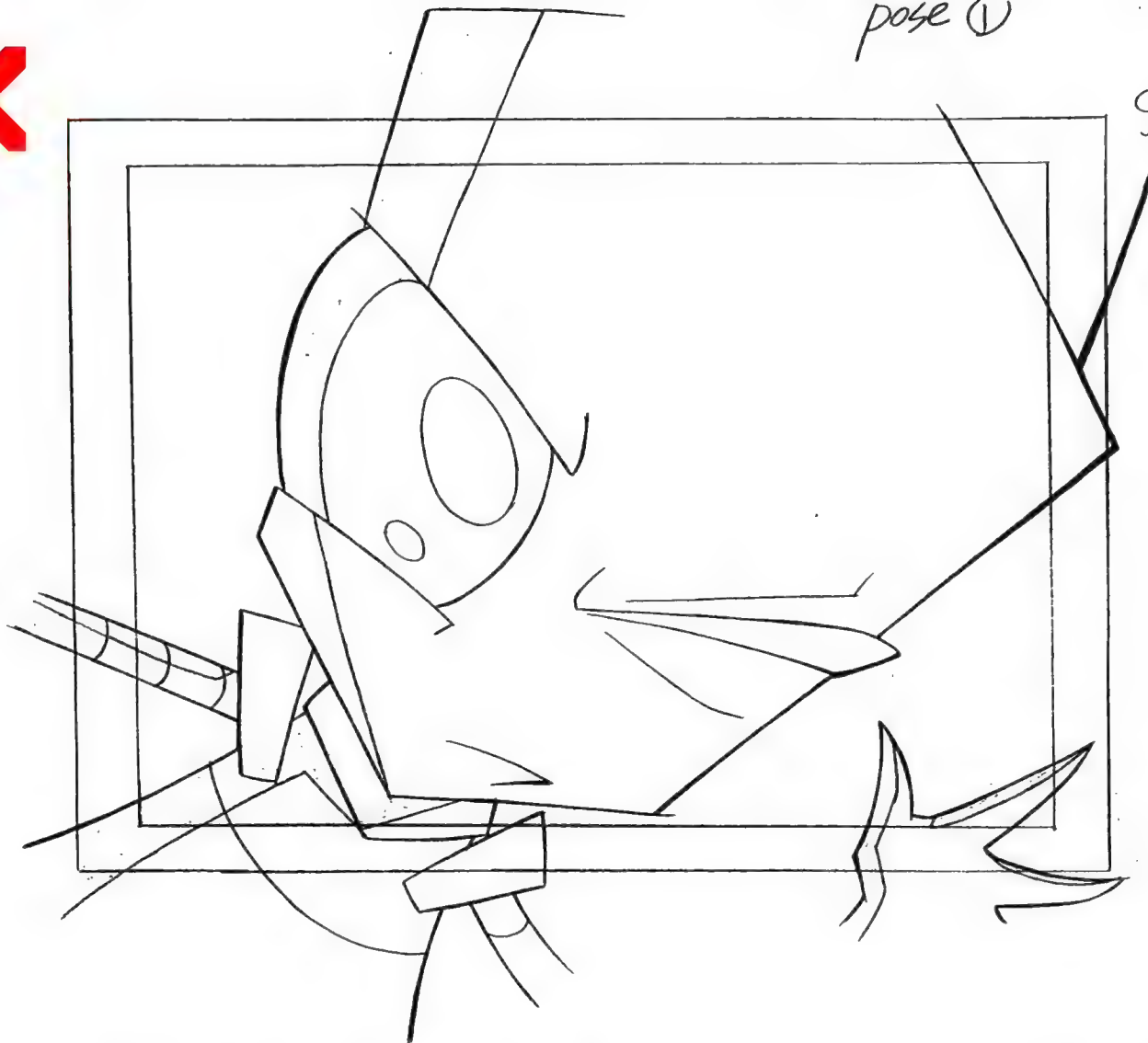


BG-188



pose ①

9F.4



I-Z #107A



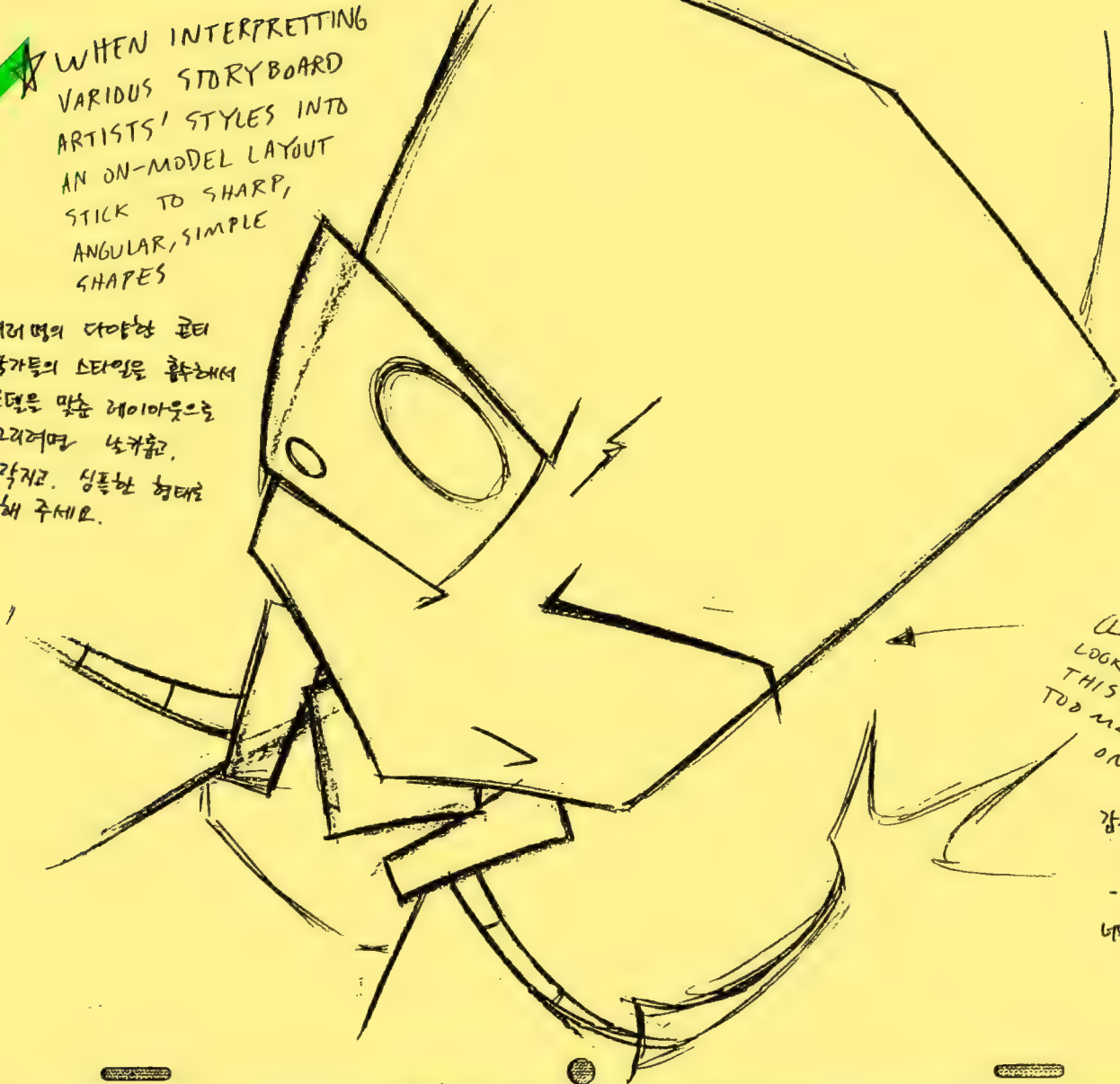
LC-188

BG-188



✓ WHEN INTERPRETTING  
VARIOUS STORYBOARD  
ARTISTS' STYLES INTO  
AN ON-MODEL LAYOUT  
STICK TO SHARP,  
ANGULAR, SIMPLE  
SHAPES

\* 여러명의 다양한 콘티  
작가들의 스타일을 흡수해서  
모델은 많음 레이어아웃으로  
그려야만 보기 좋고,  
각각의, 심플한 형태를  
해 주세요.

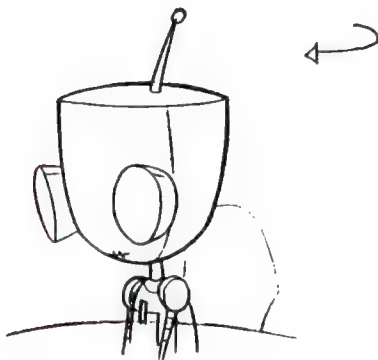


CLOSED EYE  
LOOKS LIKE  
THIS - NOT  
TOO MANY LINES  
ON FACE

감은 눈은 이렇게  
해 주세요

- 얼굴에 선들이  
너무 많지 않게.





T.7

#1000A



SL-189

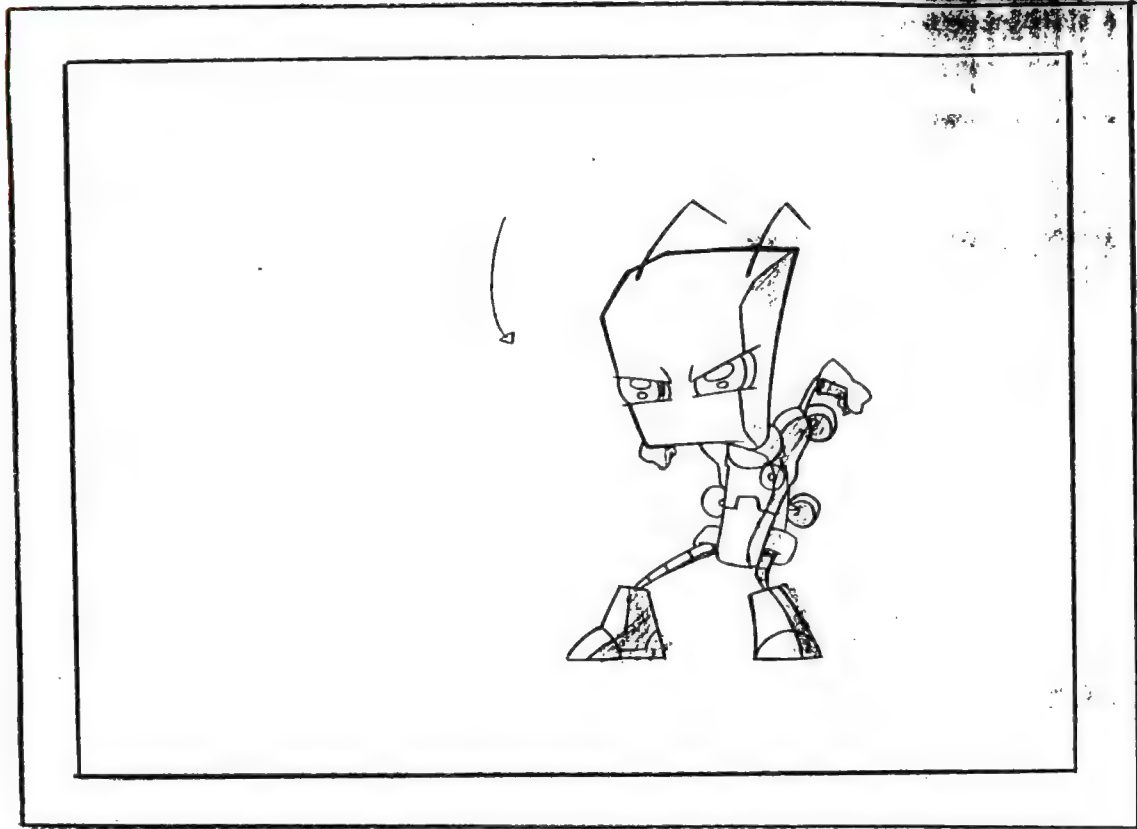


DL  
BG } 189.

EYES ANCHORED  
ON LOWER THIRD

눈의 위치를 화면의  
맨 아래 세번째 등분  
에  
안치





15-7

#(00) ①



SL-3115



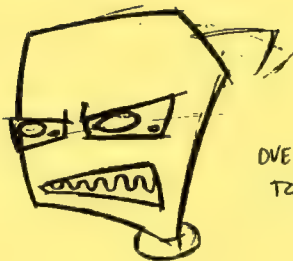
PG  
5/12





EYES A LITTLE  
BIGGER, EVEN  
WHEN SQUINTING

짙어있을 때에도  
눈은 약간 더 크게

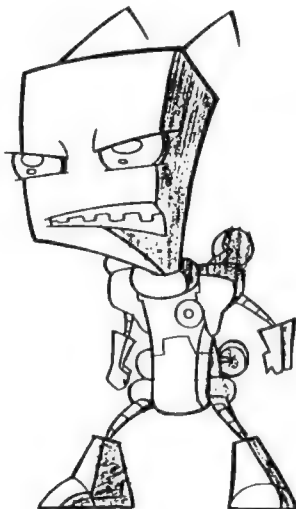


OVERALL, HEAD NOT  
TOO BOXY

전체적으로 머리가  
너무 상자같은  
않게.



95. 4



T-2 #0. (P)

CG-215

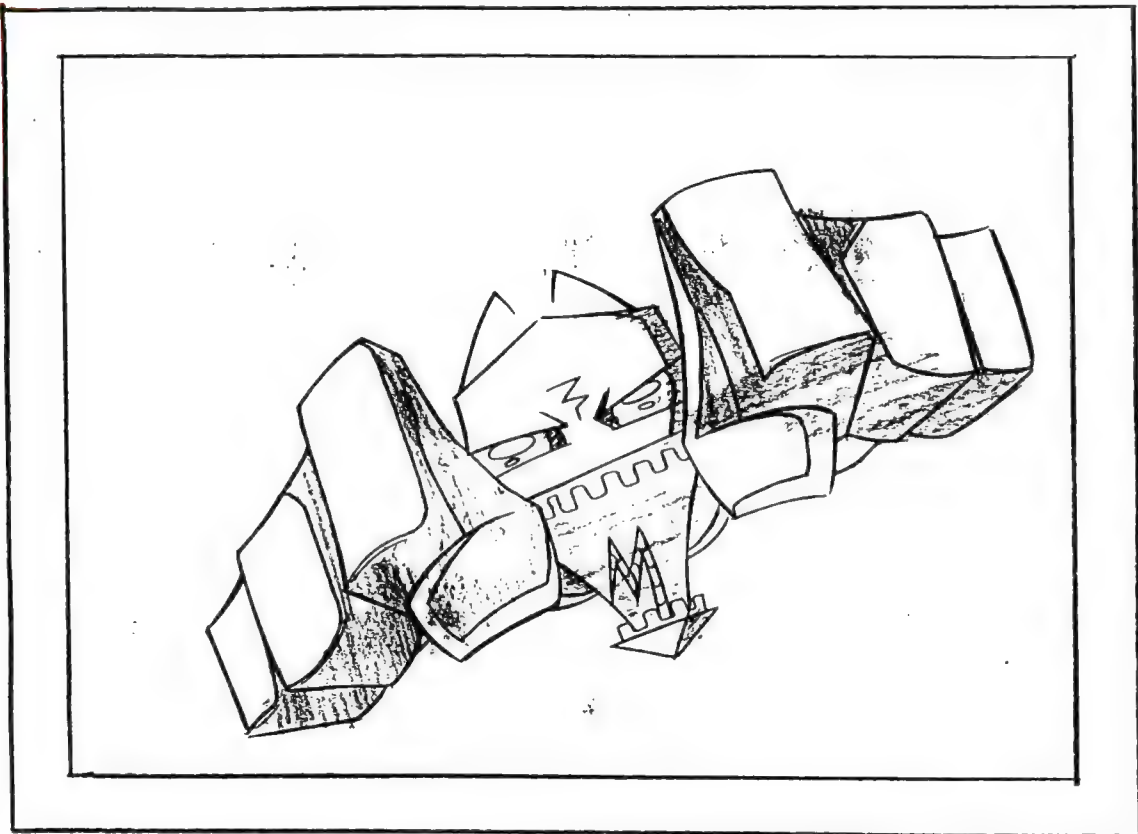
B4  
D/L ) 215



AGAIN, KEEP  
EYES ANCHORED  
ON LOWER  
THIRD OF  
FACE.



97. 4



B4-(30)

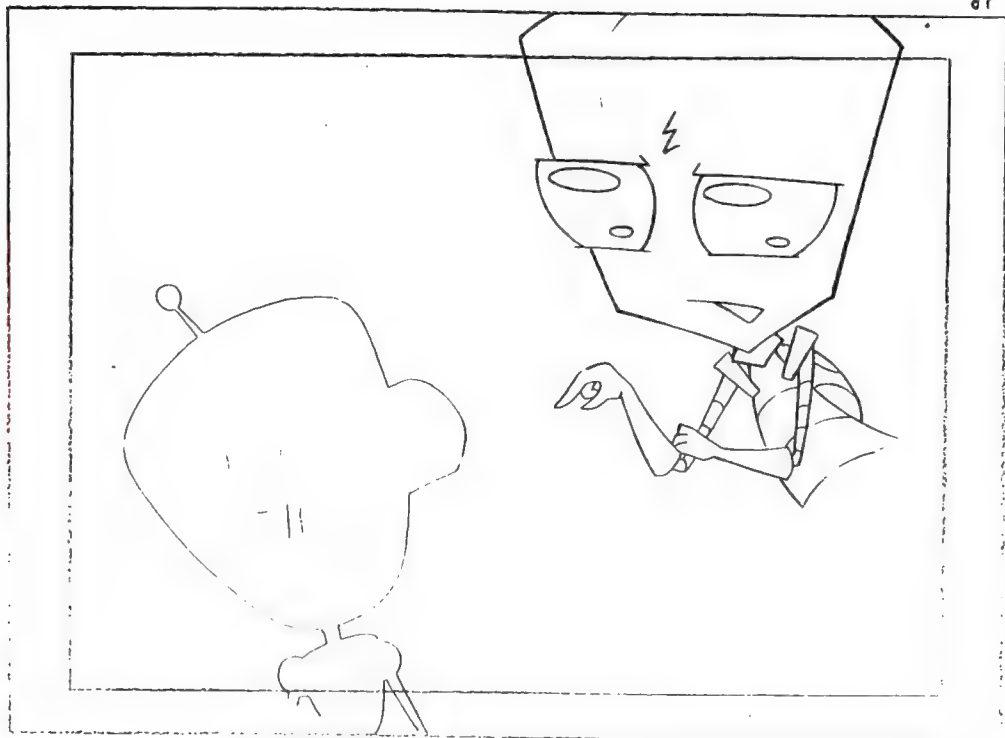
1111-220



EYES LOW ON FACE  
눈 앞쪽에 낮게  
위치시켜 줘.



X

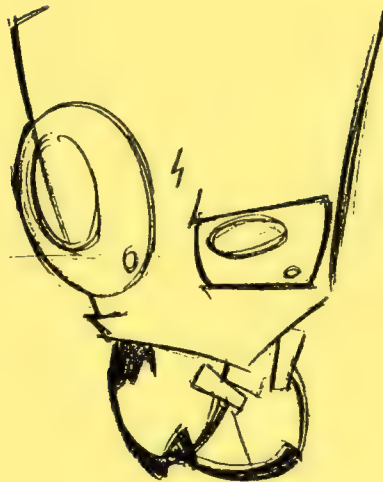


pos ②

I.Z : 107A

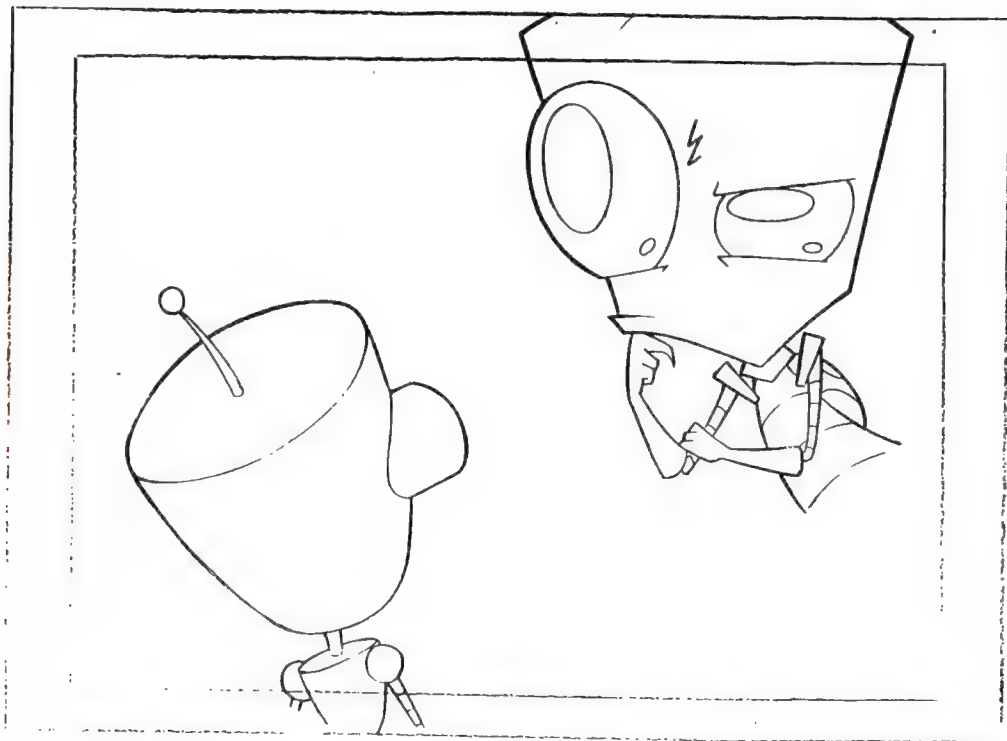
SC - 89

BG - 85 9A



ANCHOR EYES  
ON LOWER  
THIRD OF FACE  
VERY IMPORTANT

\* IN A STRAIGHT-  
ON SHOT



pos ①

1.2 : 101A  
SC — 89  
BG — 85 SA



TREAT LEGS SAME  
A GLOVES/HANDS:  
SHARP, GRAPHIC  
SHAPES

다리들은 장갑/모자  
마침가지로 뾰족함  
그래픽 형태로 그리세요.



GIVE GIR MORE  
OF A STUPID SMILE  
HERE, LESS OF A KNOWING  
SMILE

여기서는 경이  
내막을 약간 있다는 의미의 미소가  
아니라 멍청한 미소를  
더욱있게 해주세요.

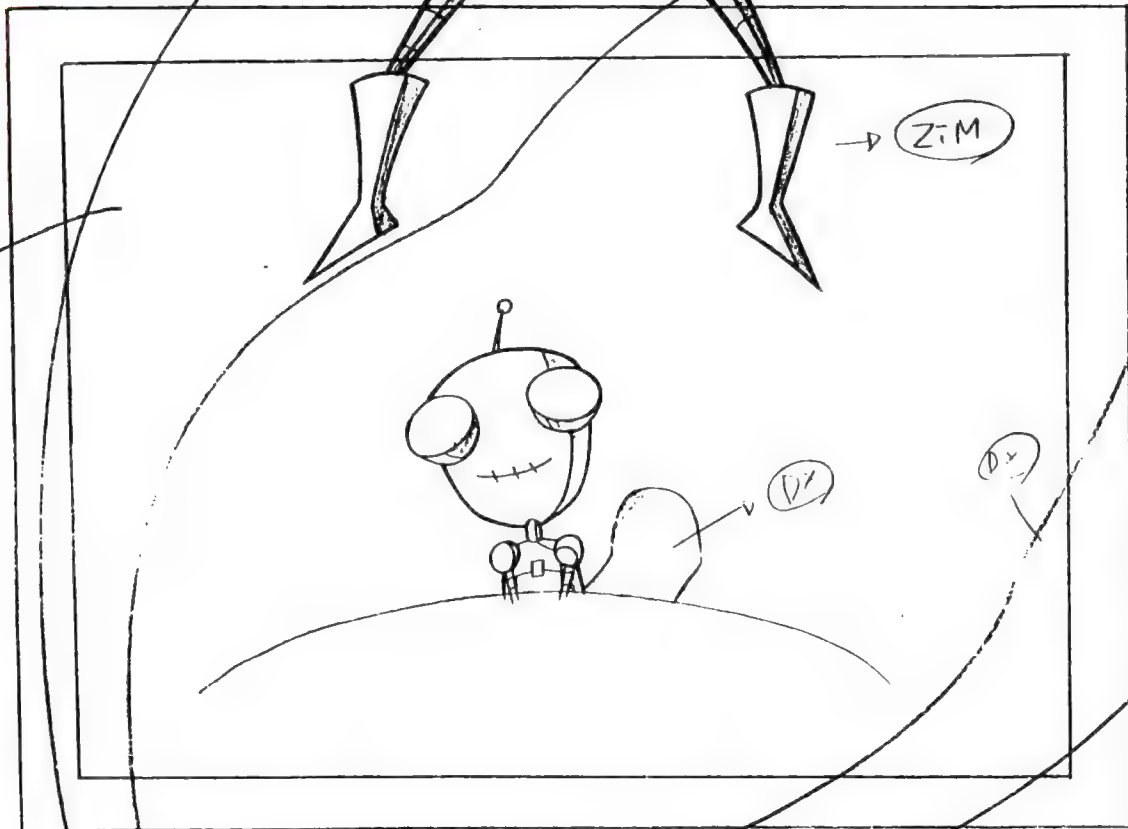
AGAIN, WATCH  
BODY CONSTRUCTION

여시, 몸의 구조에  
주의하세요.



9th. 4

(Vx)



SC-189

014) 189  
B4

IZ

#107 (E)



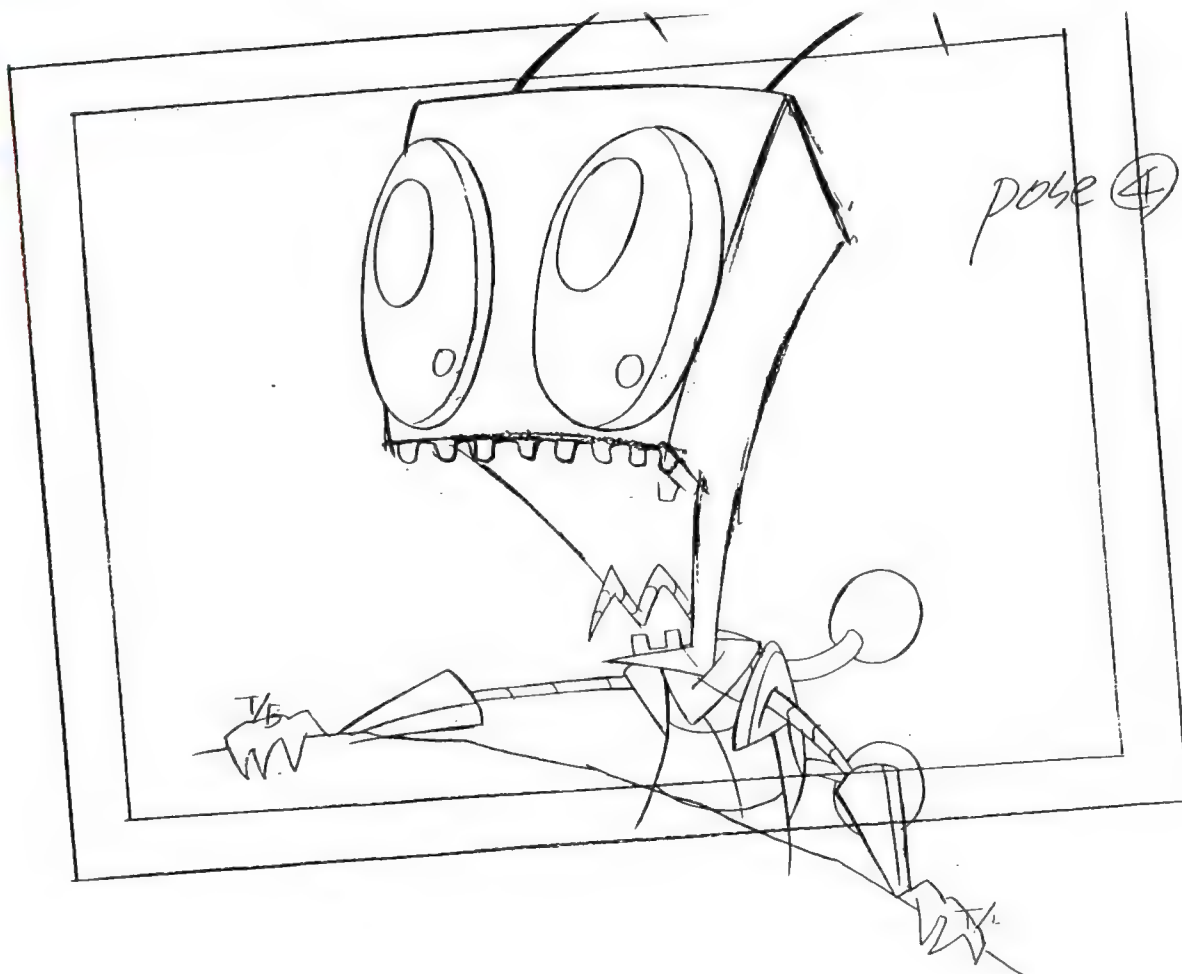


TEETH A LITTLE  
LARGER  
이빨들을 약간 더  
크게

SHARP, NARROW  
TONGUE, BUT  
MAKE IT SPRING OUT  
가늘고 날카로운 혀, 꼬리  
뒤에 나게 해주세요.

TONGUE SPROUTING  
FROM THROAT

혀는 목구멍에서부터  
바깥으로 나오게.



I-Z #107(A)



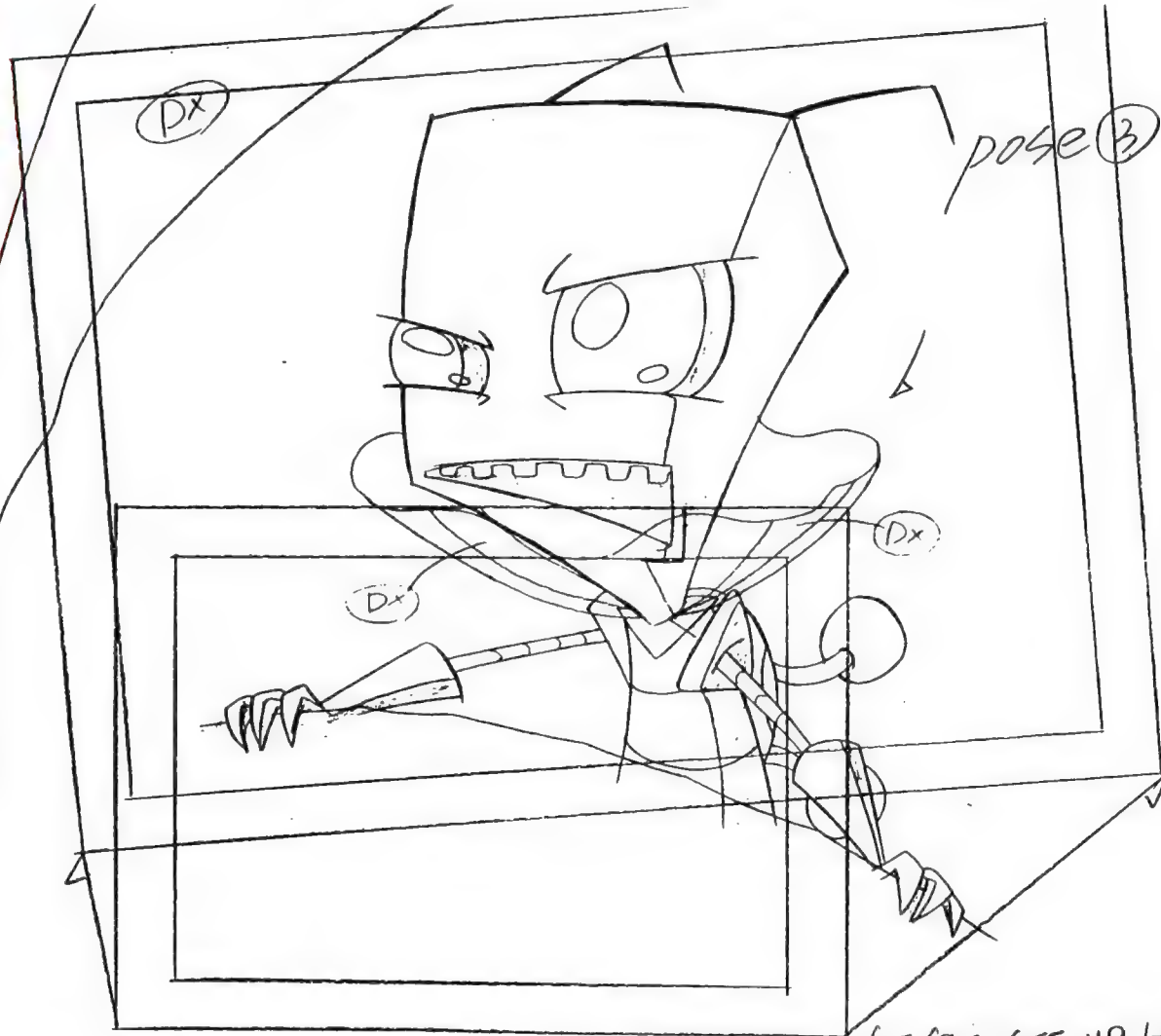
6C-190

O/C B/G 190



KEEP EYES  
ANCHORED ON  
LOWER THIRD  
OF HEAD

머리나 삼등분 중 맨 아래  
등분에 눈이 고정되게  
하세요.



T/ET  
40CCW  
9F 2⑩

6F (9F SET-UP 1 1/2⑩ 6⑨)

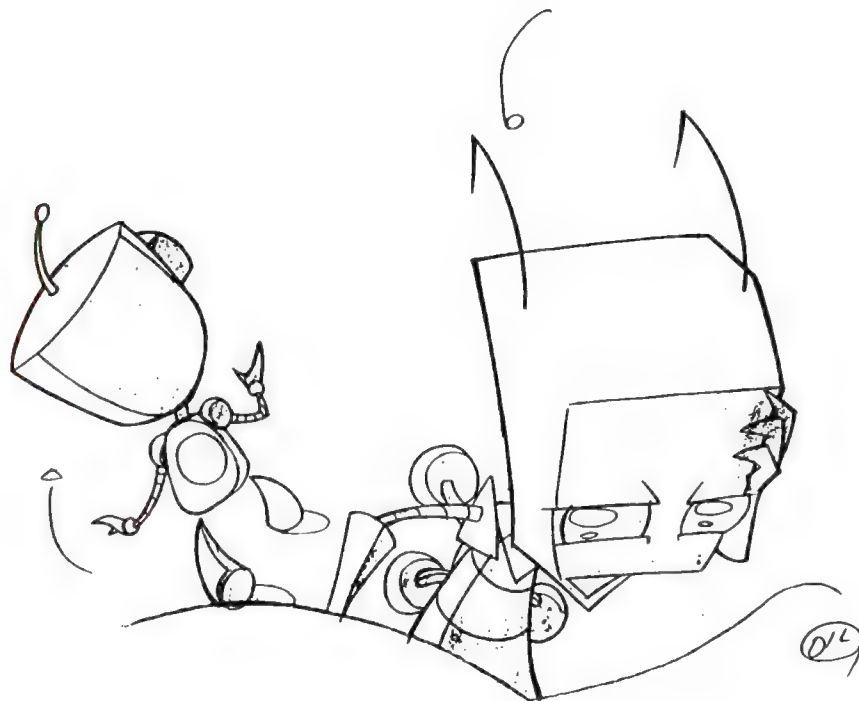
I-Z #107⑩

6C-190

0/L  
BG )-190



SMALL  
BODY 작은 몸



IZ #010

SS-02

OL  
BG 7192

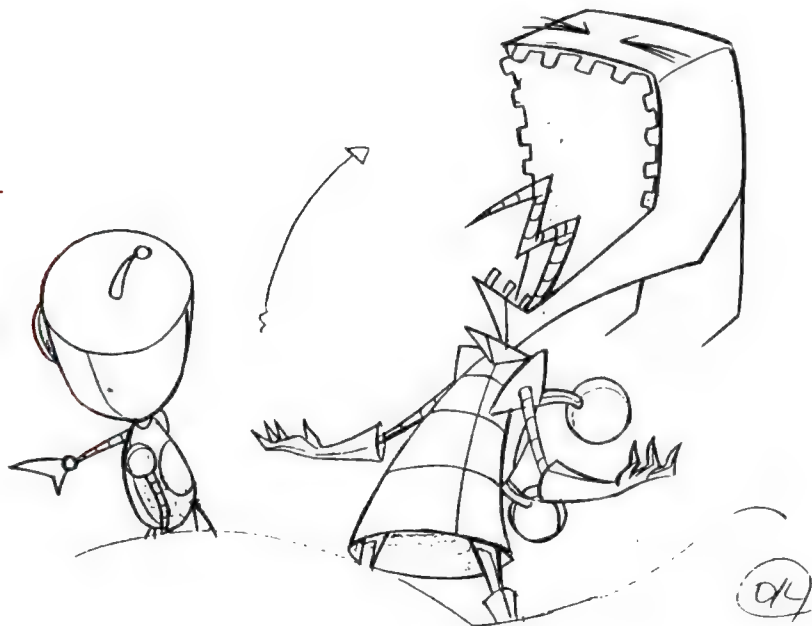


SMALL  
HANDS  
작은 손

SMALL BODY  
작은 몸

HERE'S  
A GOOD  
EXAMPLE  
OF CONTINUING  
CONTOUR THROUGH  
ENTIRE BODY,  
FROM HEAD,  
TO BACK, AND  
LEGS

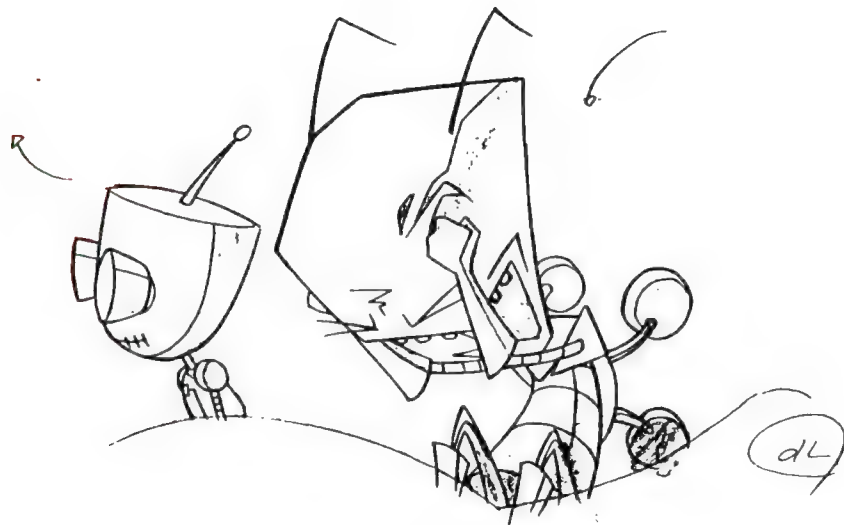
여기, 외곽선이 머리에서부터  
몸 그리고 다리로 쭉~  
이어지는 것을 보여주는  
좋은 예가 있습니다.





WATCH ZIM  
BODY CONSTRUCTION

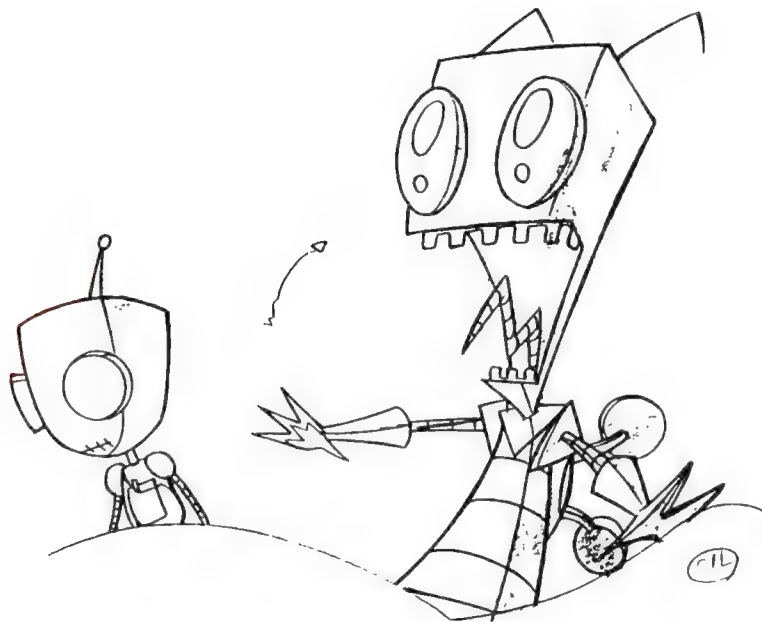
짐의 몸 구조에  
주의해주세요.





TOP OF HEAD  
A BIT TOO  
TALL FOR  
THIS EXTREME

이 과장된 표정에서는  
머리 뒷부분이 너무  
굵아 보입니다.





GIR'S HEAD  
A BIT  
TALLER

걸의 머리를  
약간 더 길게

BODY  
CONSTRUCTION  
몸 구조

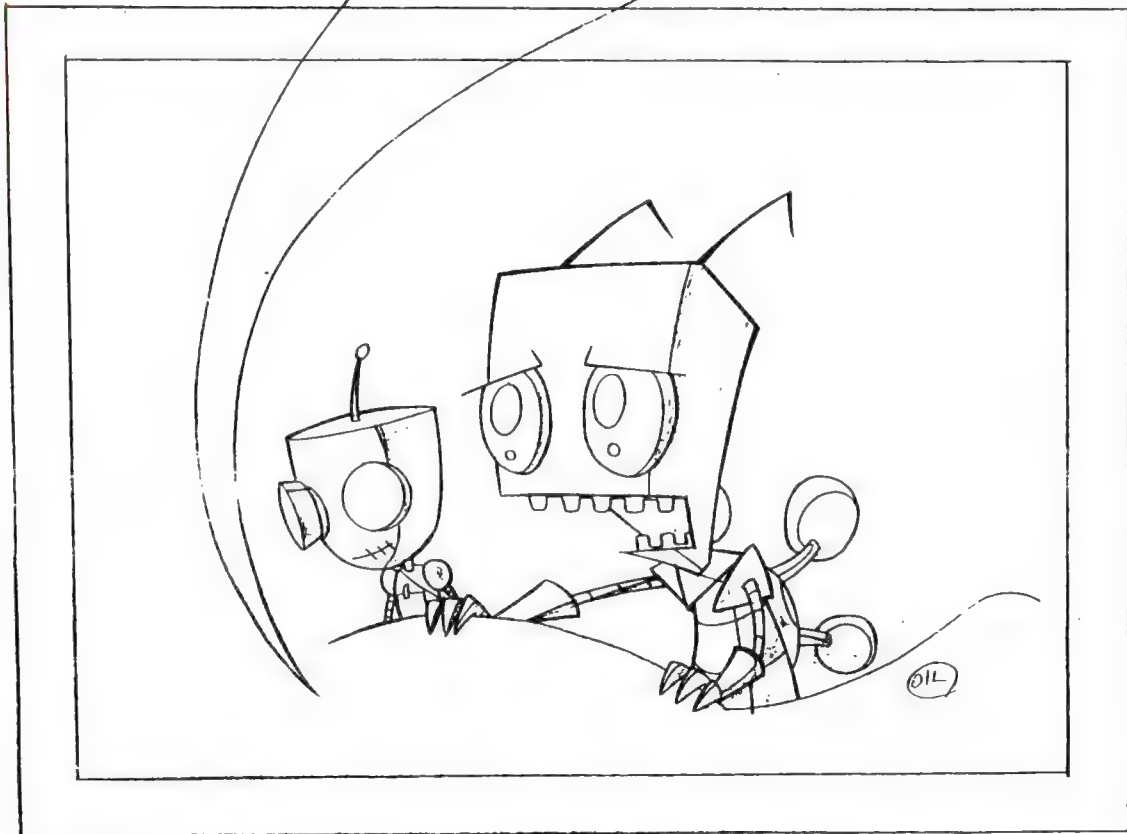
걸의 머리 형체에  
주의하세요.  
WATCH  
ZIM HEAD  
SHAPE

TOO BOXY  
너무 박스  
같아요.



Dx

9Fi. 4.



OIL

I 8 # (01) 10

SL-192

OIL 7 192.  
BG



ZIM'S TORSO IS LIKE A RUBBER CONE WHICH CAN BE BENT AROUND.  
HIS LEGS EXTEND FROM THE OUTSIDES OF THE CONE, AND OFTEN CONTINUE  
THE SAME CONTOUR LINE.

짐의 몸통은 어디로도 휘어질 수 있는 고무 재질의 콘 모양입니다. 그의 다리들은 콘의 바깥쪽에서 뻗어나옵니다.  
그리고 종종 같은 디렉션으로 이어집니다.

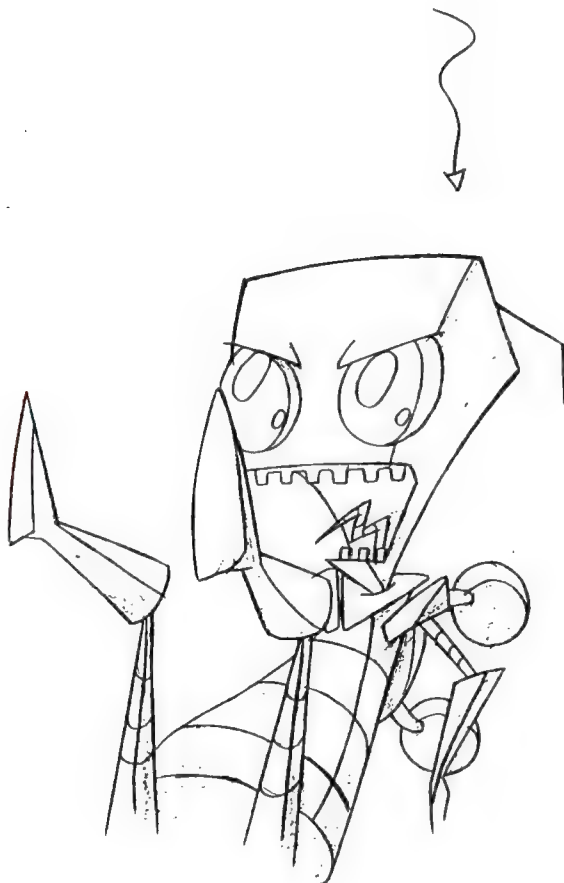


WATCH ZIM'S BODY  
CONSTRUCTION

짐의 몸통의 구조를  
주의해주세요.



page 51



IZ #107(A)

LC-199

W/C  
B/G) 199



- SO THE LEGS FLOW RIGHT FROM  
THE BODY

- 그래서 다리가 몸에서부터 바로 이어져 나옵니다.

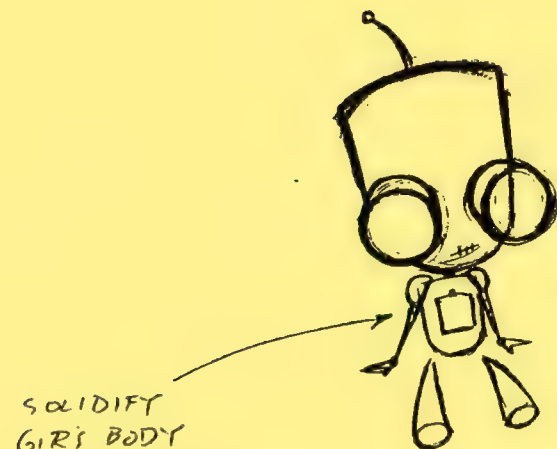
X

DX

I-8 #107(A)

SC-199





SOLIDIFY  
GIRL'S BODY  
CONSTRUCTION

몸의 몸구리는 대강  
잡는다.



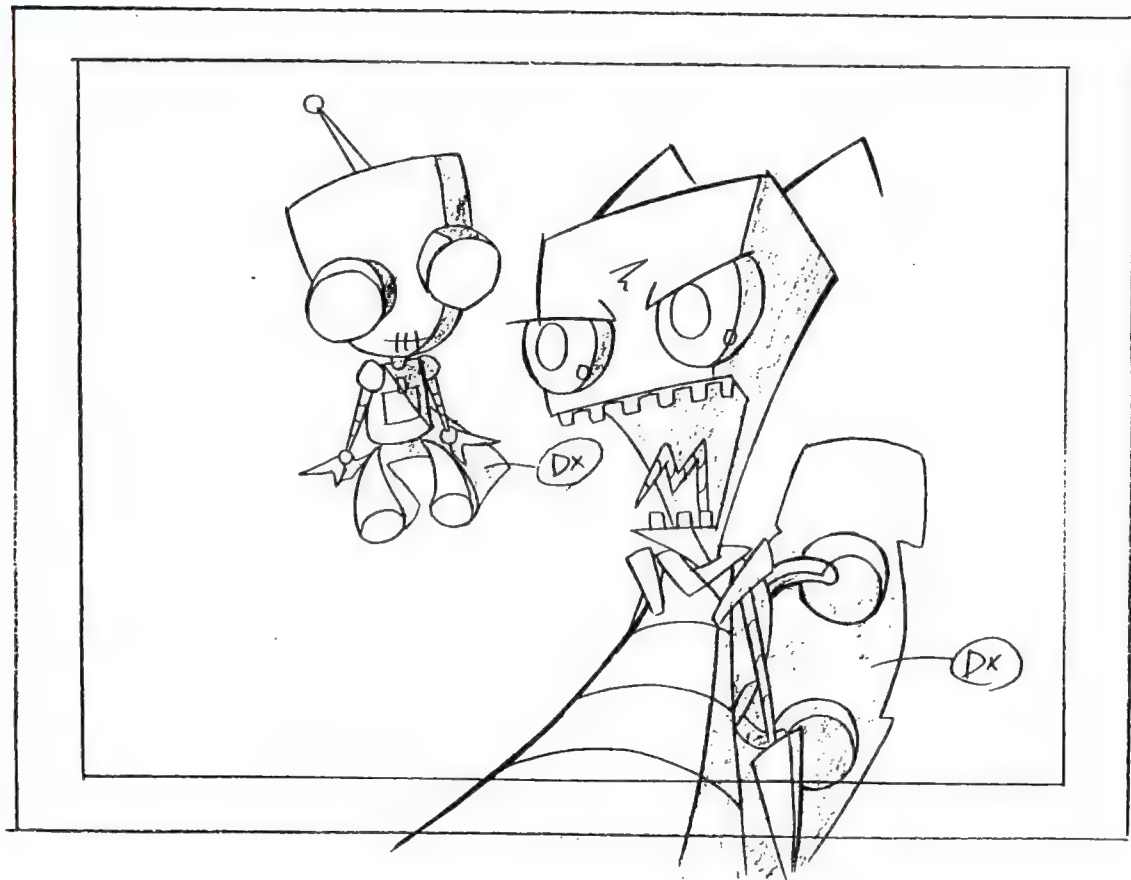
EYES SLIGHTLY  
BIGGER - KEEP  
EYELID LINES  
STRAIGHT

눈은 약간 더 크게  
- 눈꺼풀 라인들은  
직선으로.



page 11

9F.4



I-2 #101A

LC-199

W/L  
BG 199



GIR LOOKS PRETTY GOOD HERE,  
JUST SOME MINOR POINTS:

걸이 여기서 아주 좋아 보입니다.  
나소함 딱 거기만:



USE THE FRONT PANEL  
ON GIRL'S TORSO TO HELP  
SHOW THE PERSPECTIVE

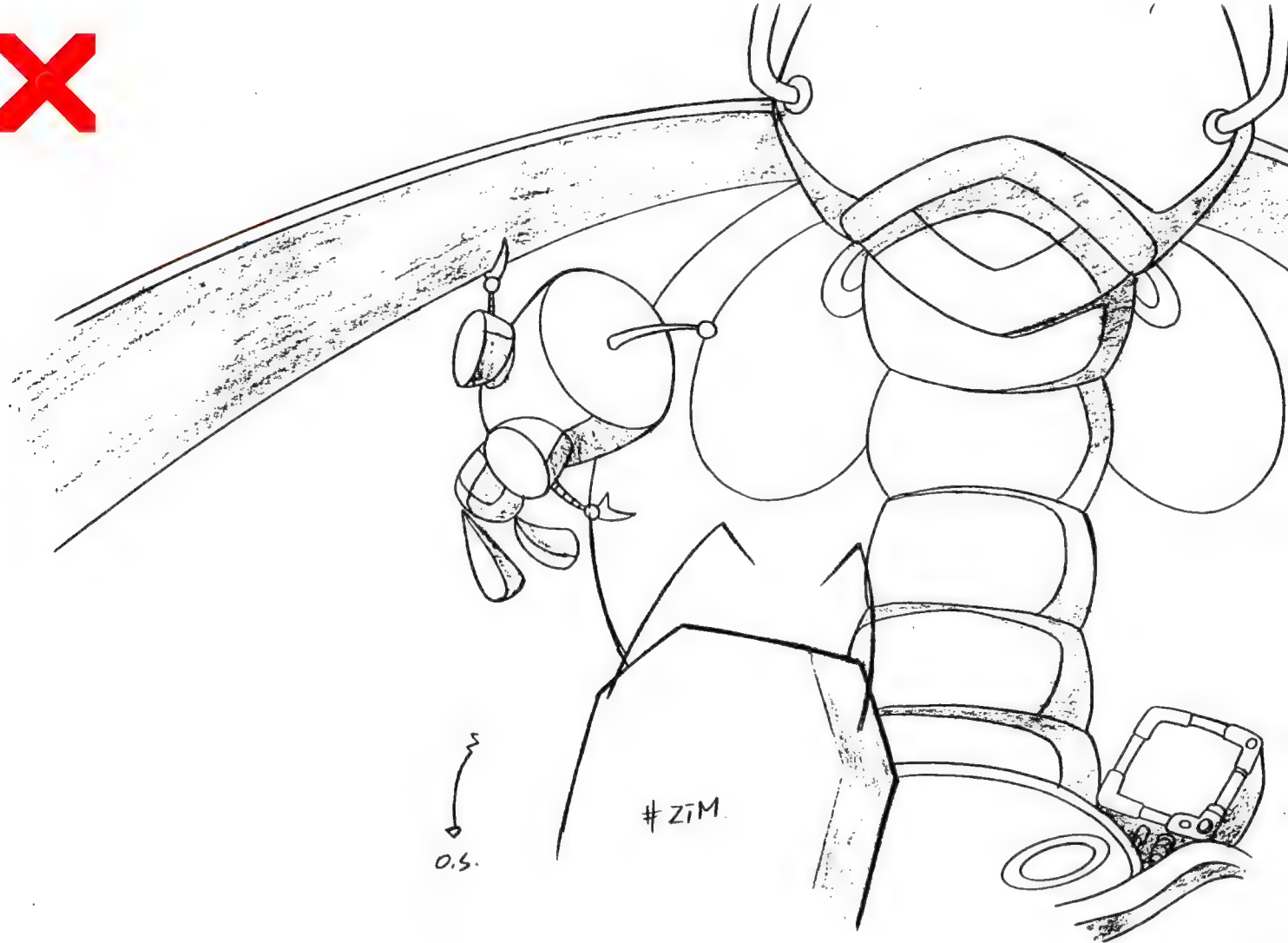
걸의 몸통의 가슴판을 이동해서  
과소를 보여주세요.



KEEP LEGS SHARP, SLENDER



다리들은 날씬하게, 가늘고 길게.



T-3 #100A

Sc-201

BG-201

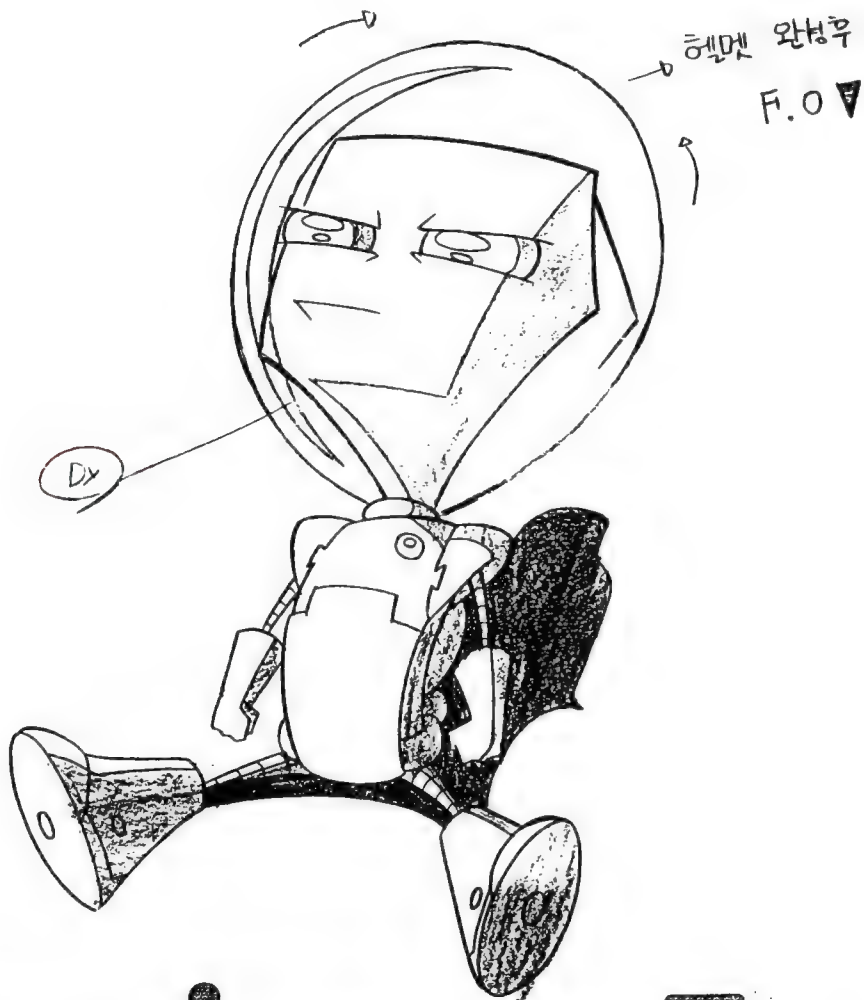
IN AN UPSHOT, KEEP  
EYES ANCHORED IN  
MIDDLE OF HEAD

업샷에서는 눈의 가운데선이  
머리의 가운데선에  
귀속합니다.



GLOVES BLOCKY,  
ANGULAR

장갑들은 각저귀  
뚱뚱하게 - 볼록거림.





- 특히 스페셜 복장을  
입고 있을 때  
짐의 몸을 같은 기본 원리들부터  
시각에서 그려나가는 것이  
매우 중요하다.

- ESPECIALLY WITH A SPECIAL COSTUME,  
IT IS IMPORTANT TO CONSTRUCT  
ZIM'S BODY WITH THE SAME  
PRINCIPALS



KEEP GLOVES  
SIMPLE, ANGULAR  
장갑은 심플하게, 각지게  
유지하세요.





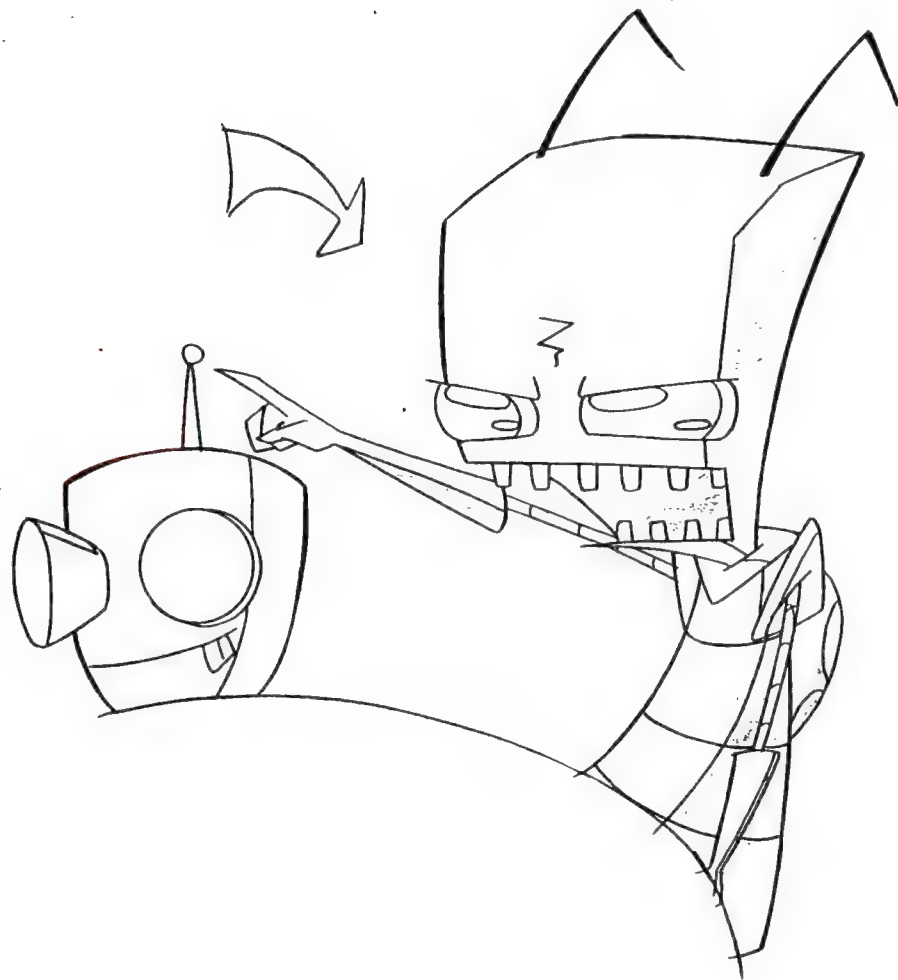
OFTEN GO FOR AN  
INTENSE POSE WITH  
ZIM, DON'T GET  
ALMOST THERE,  
REALLY PUSH THE  
SILHOUETTE OF  
THE WHOLE POSE

강력한 자세로  
가장 긴장감을  
유지하는  
것을 목표로  
정확하게  
그려주세요



SOMETIMES,  
IT IS GOOD TO  
HAVE THIS ARM  
"HUG" THE BACK  
CONTOUR, HELPS  
STRENGTHEN  
POSE

때때로,  
이 팔은 등  
의 윤곽을  
안아주는  
것이 자세를  
강화  
합니다



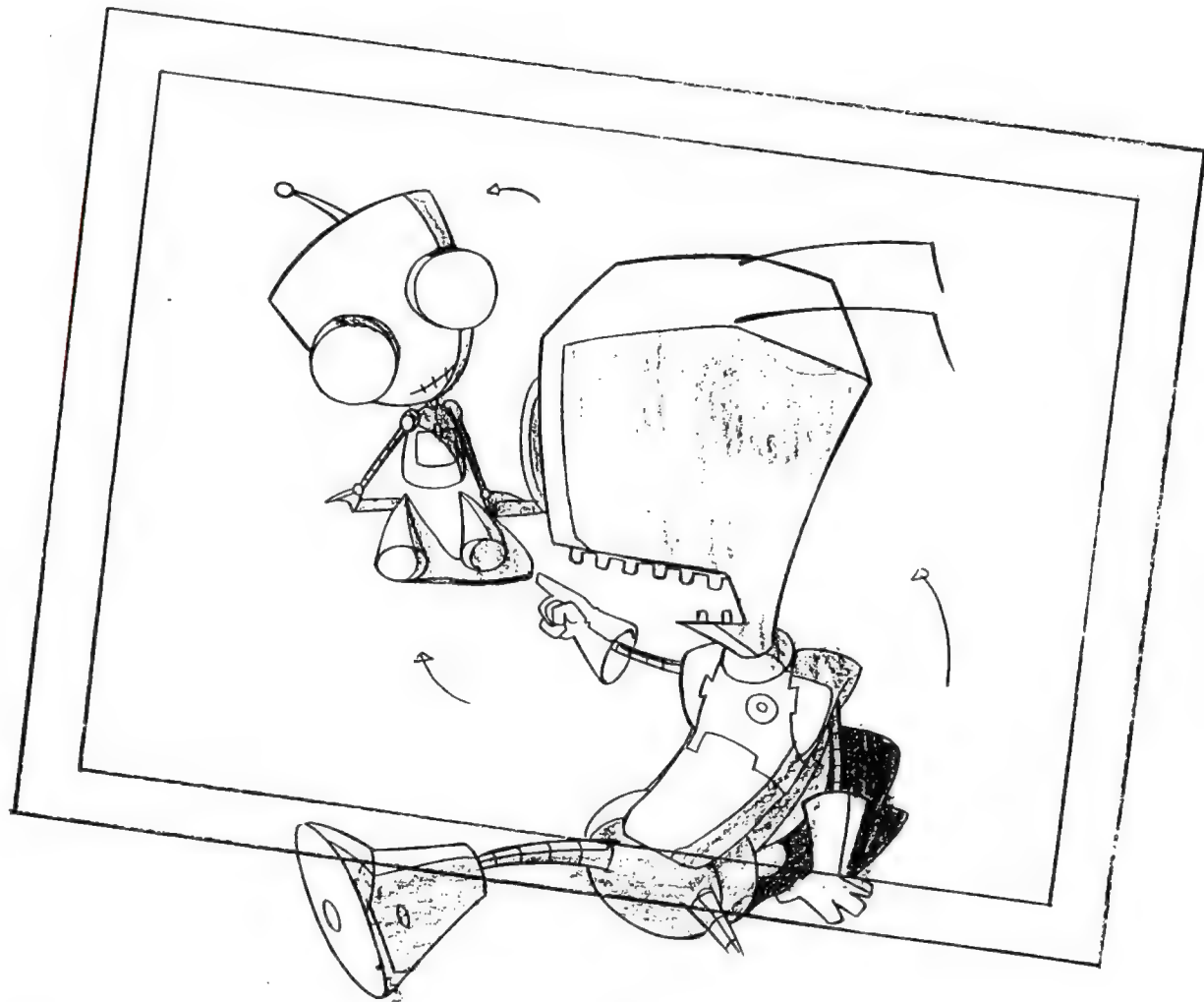
T-3 #101 (A)

66-132

U/L  
BGT 1504/A



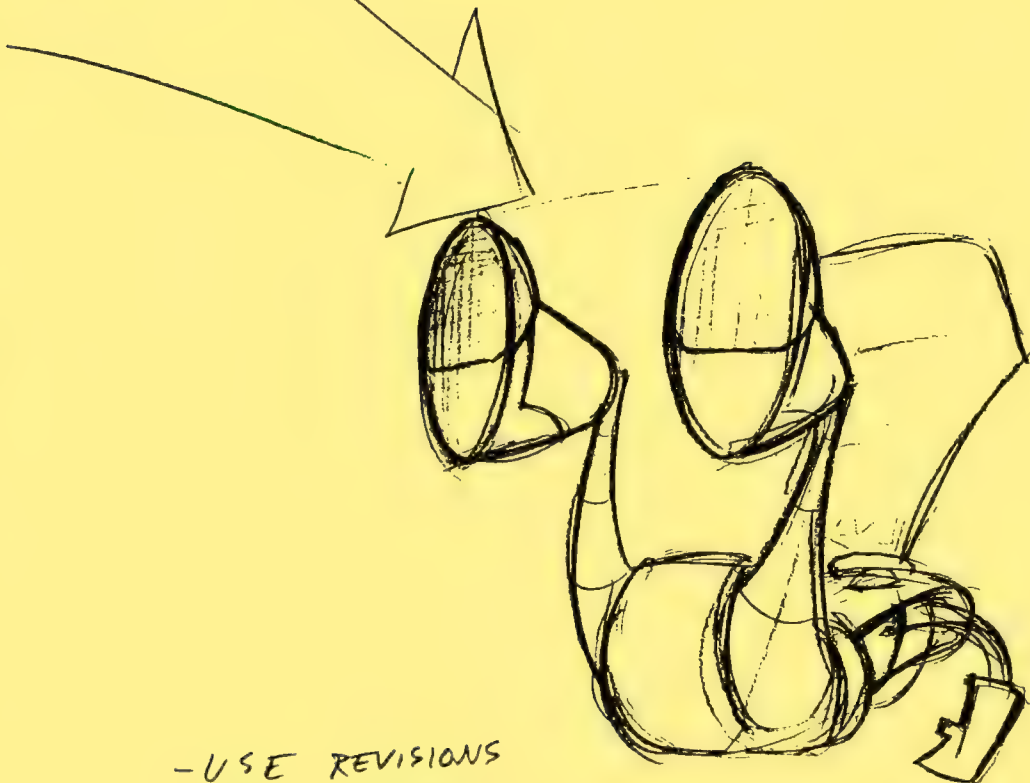
105C (1)



#107 A

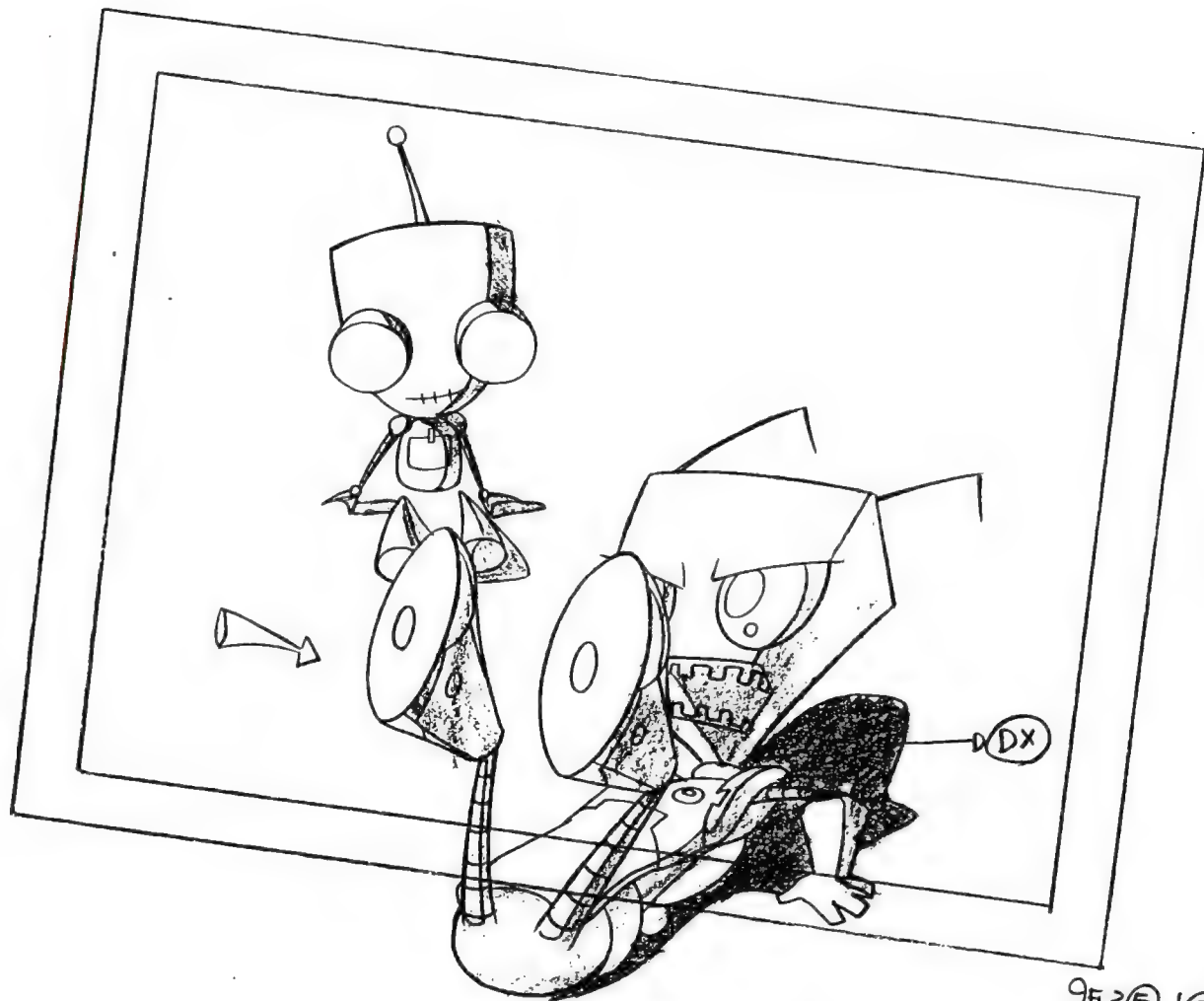
4-201

BG-201



- USE REVISIONS  
FROM SC. 199 TO  
HELP REBUILD ZIM'S  
BODY CONSTRUCTION

이 장의 몸 구조를  
구하기 위해, SC 199의  
수정물을 사용하세요.



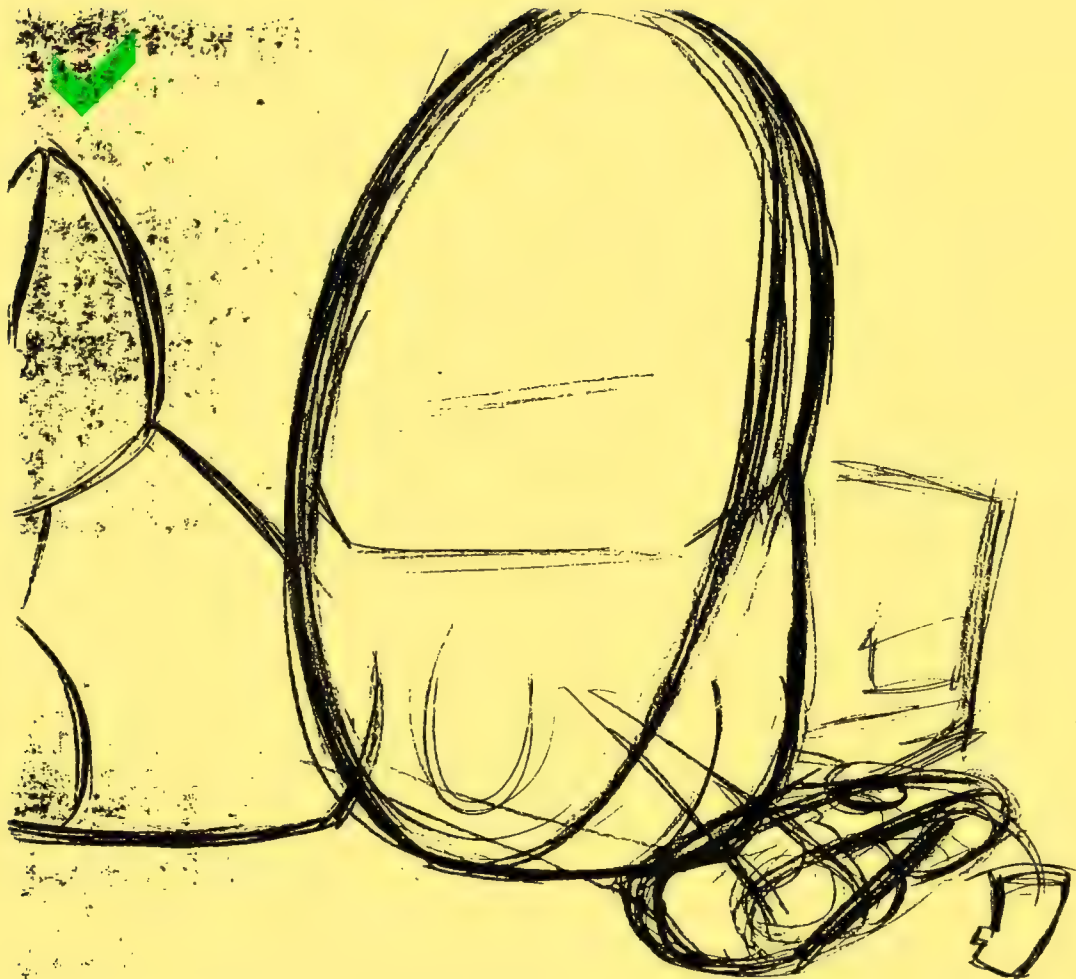
9H 2(E) 1(S)

IZ # 107A

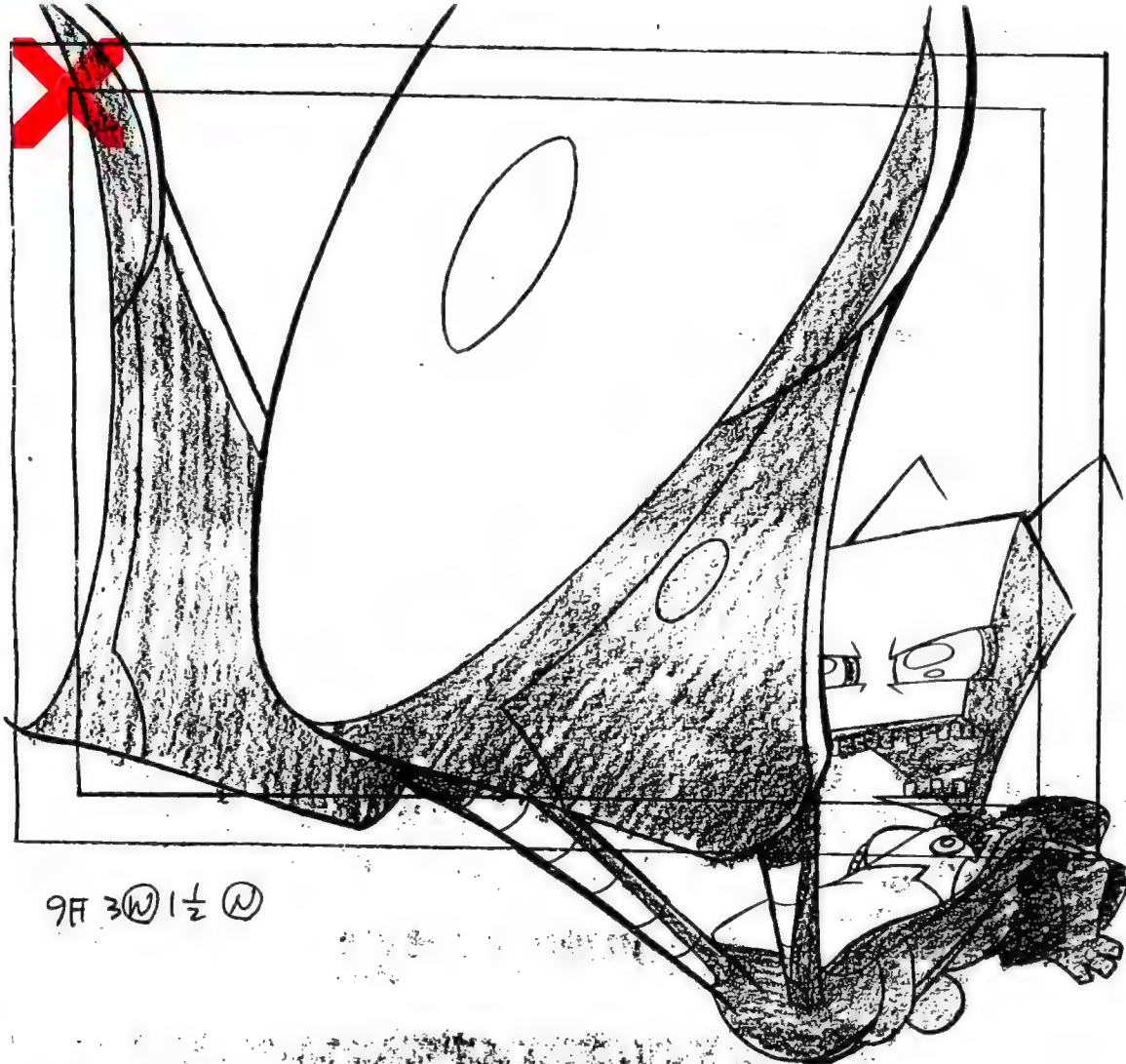
44-201

BG-201





Pose (2)

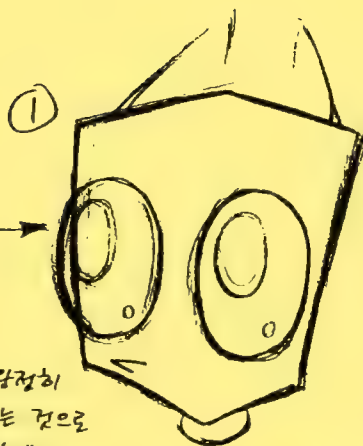


9H 3W 1 1/2 (2)



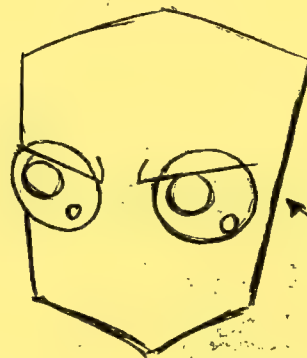
완전이 뜯 눈은 위 아래로  
이동가능, 눈의 기동성을 상등분과  
머리의 맨 아래 등분에 위치하게  
해 주세로.

THEN BISECT THOSE FULL  
EYE SHAPES, ANCHORING  
THE EYES ON THE LOWER  
THIRD OF THE HEAD



START WITH ZIM'S  
FULLY OPENNED  
EYE SHAPES

검은 눈을 완전히  
뜨고 있는 것으로  
시각화세로

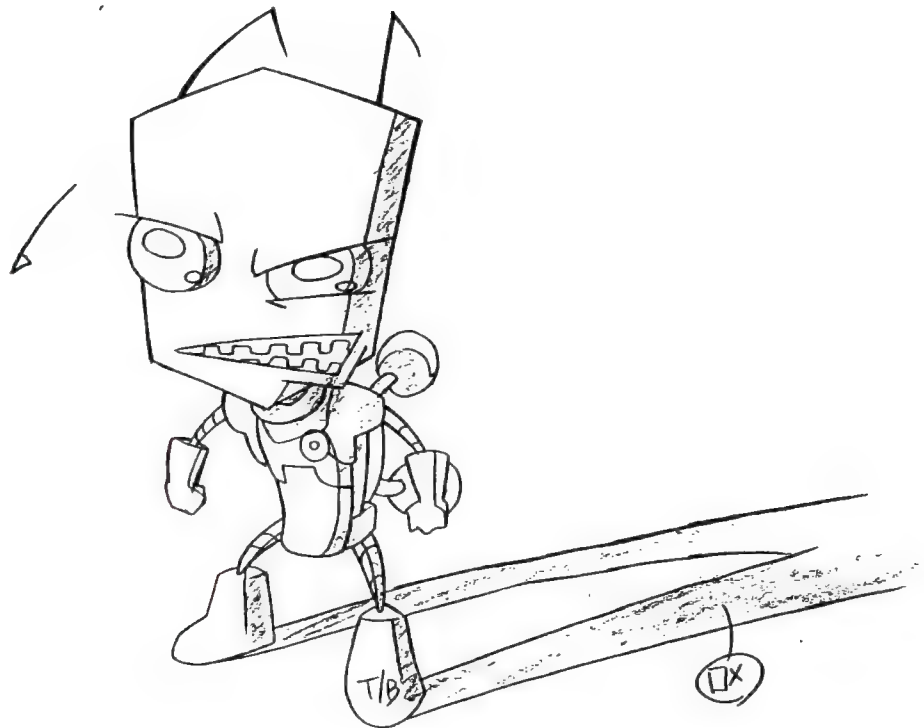


이 눈들은  
구조가 너무  
작고 너무  
완벽으로  
되어 있음

THESE EYES ARE  
CONSTRUCTED A  
BIT TOO SMALL,  
TOO CIRCULAR:



OCCASIONALLY, ZIM  
THE LITTLE CREATOR  
EXACTLY AS HE INTENDS



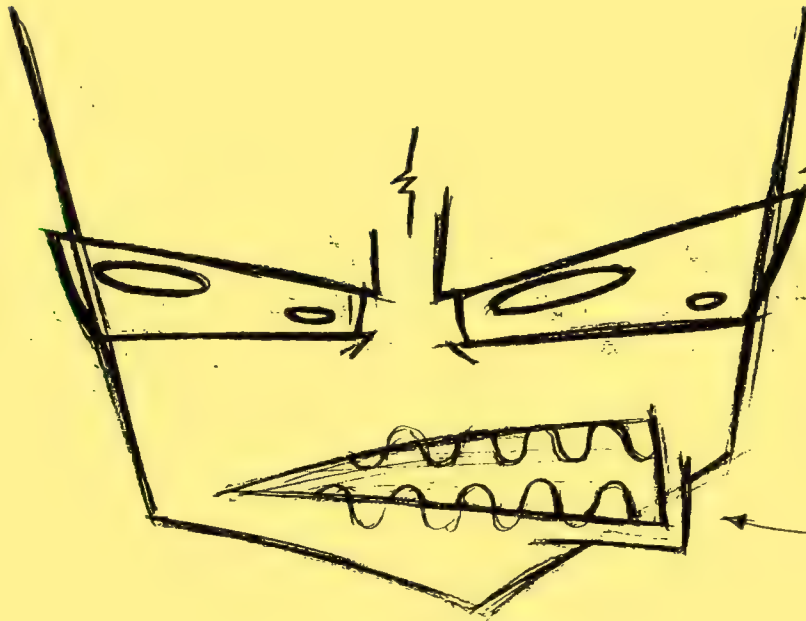
T-2

#107(A)

SL-210

0/6 2/10



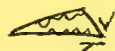


눈 위의 피부가 접히지 않게  
DON'T FOLD HERE.  
SKIN OVER EYES.



JUST STRAIGHT LINES  
그냥 직선으로

IF THE MOUTH  
IS GOING TO JUT  
OUT, MAKE IT A  
A SHAPE LIKE



OR

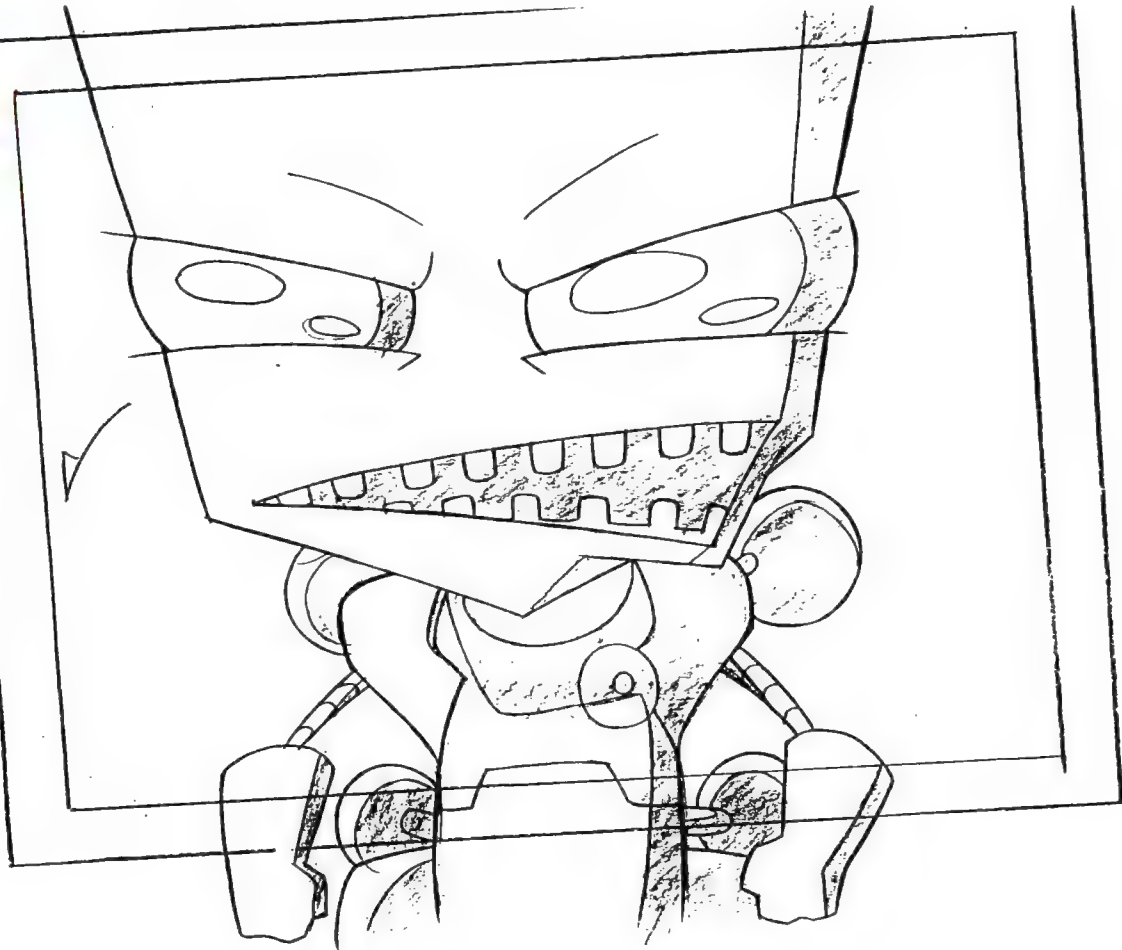


WHERE THE BOTTOM  
LIP JUTS OUT FARTHER  
THAN THE TOP

마지막 입이 돌출되어 나옴  
위의 모양들처럼 정확하게 해주세요.  
아랫입술이 윗입술보다 약간 더  
많이 돌출되도록.



9F 100-26





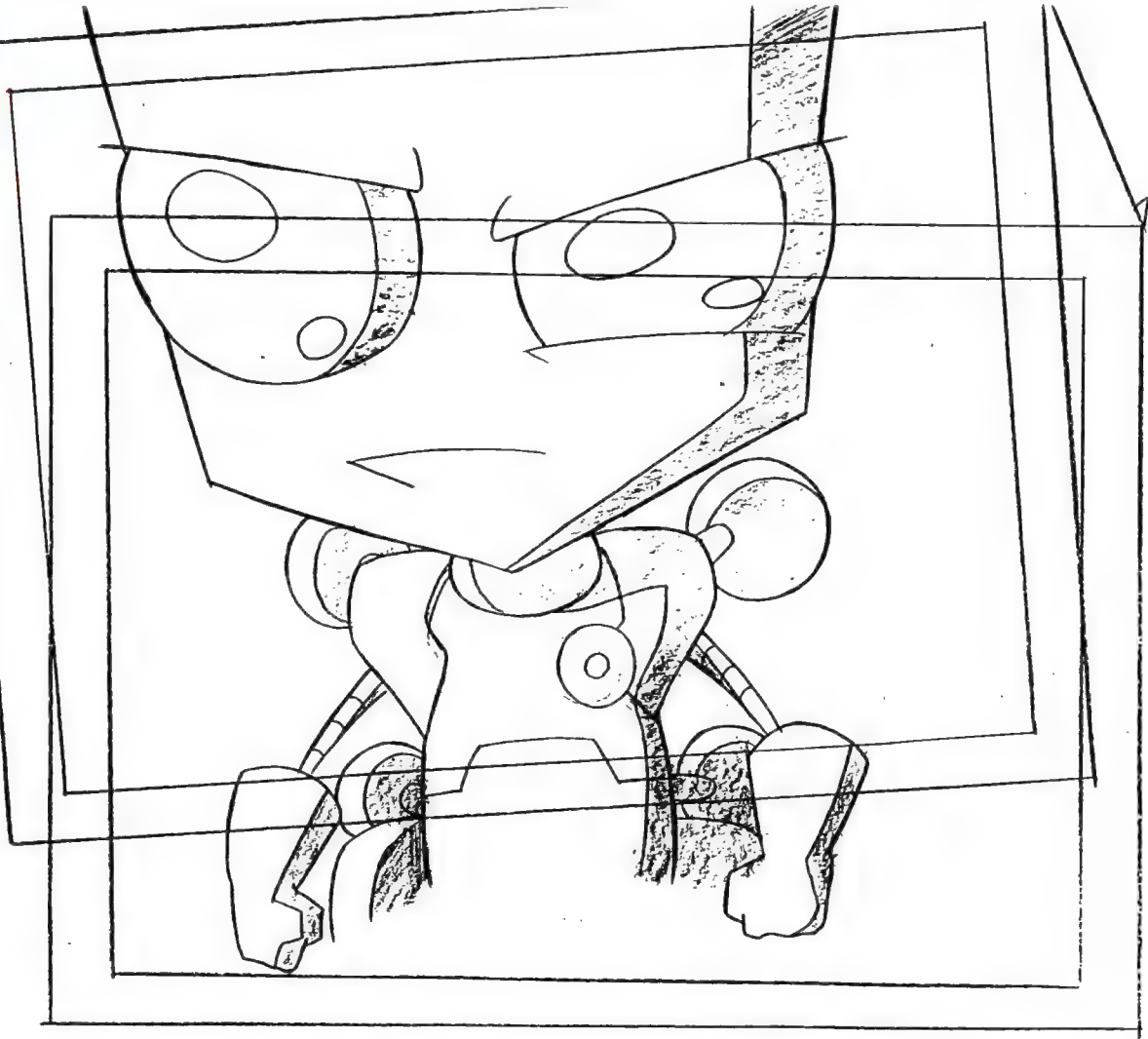
KEEP  
EYELID  
LINES  
STRAIGHT,  
NO CURVES

눈꺼풀 라인들은  
커브가 아니라  
각도로 그려주세요.

KEEP JUTTING LIP SMALL,  
OVER TO ONE SIDE

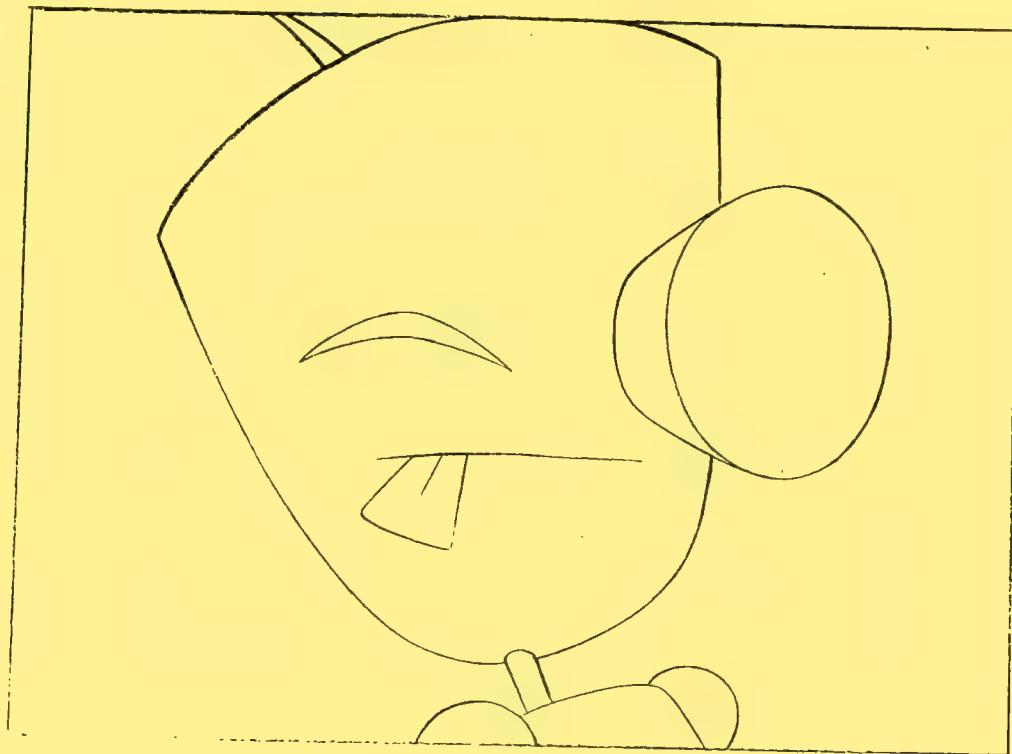
돌출되는 입술은 한 쪽으로  
작게 그려주세요.





STOP  
QF 2-50

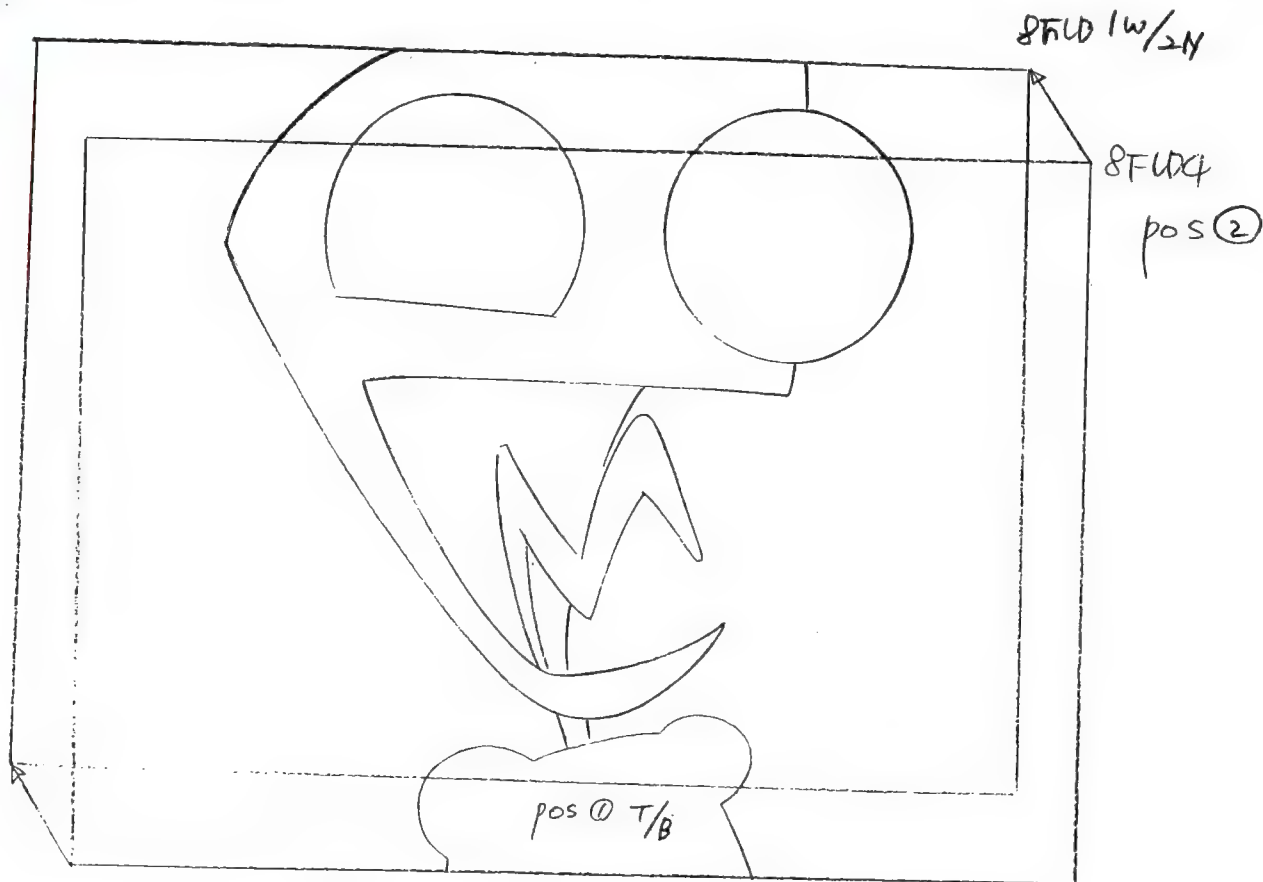




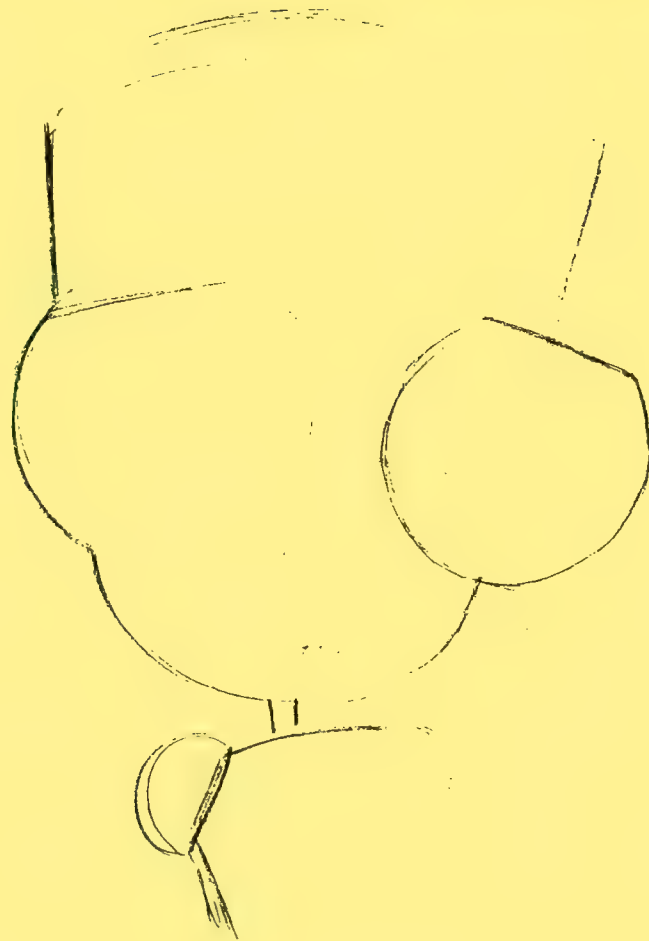
pos ②

1.2 : 107A  
SC — 88  
BA — 86 S/A





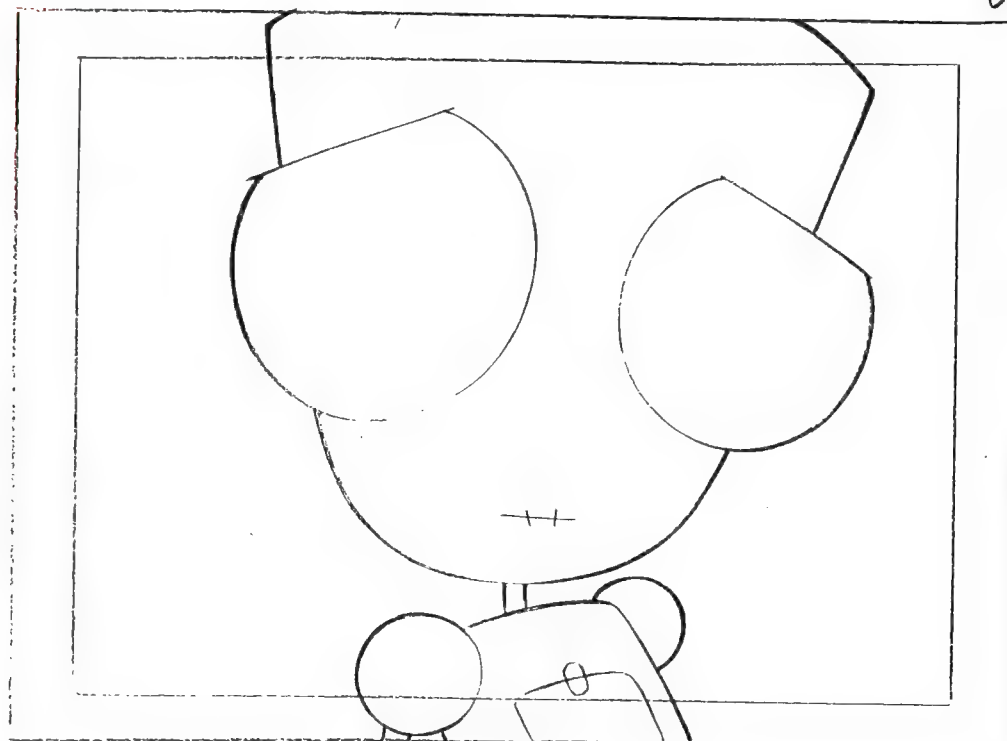
1.2 : 101A  
SC — 88  
BG — 86 s/A





BT

pos ①



1.7 : 109A  
SC — 88  
BG — 869A



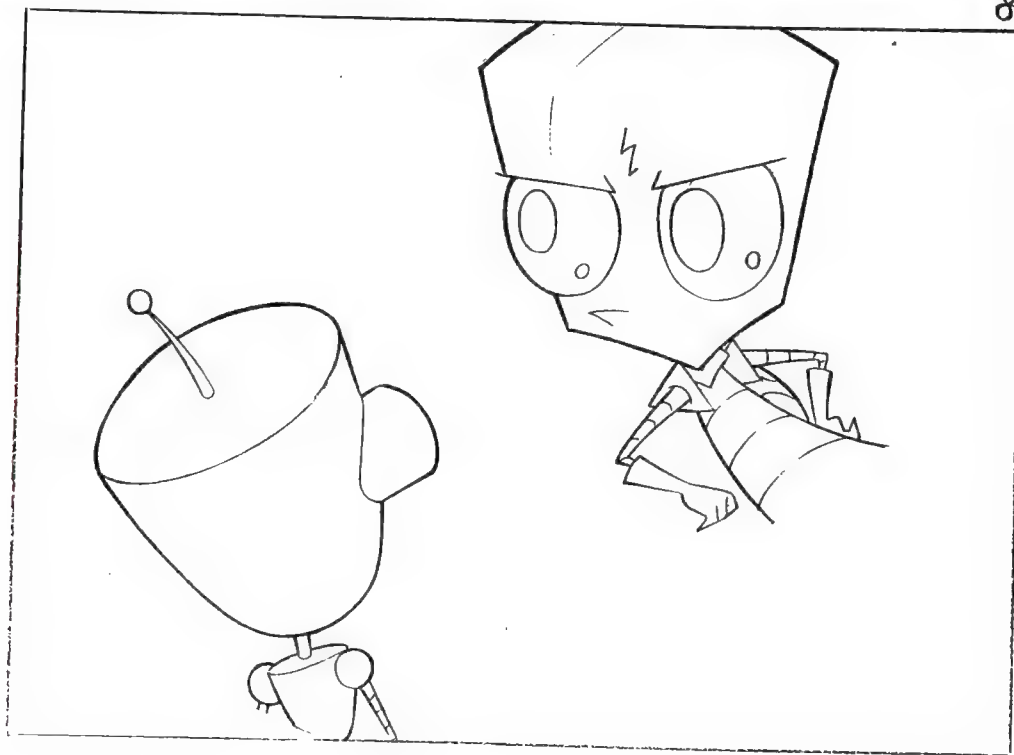


(ZIM'S EXPRESSION IN  
THIS POSE SHOULDN'T  
BE SO ANGRY, JUST  
A BIT ANNOYED)



ZIM'S  
HEAD A  
BIT TALLER

JHONEN LIKES  
TO KEEP ARMS  
CURVY



8FLD 3N/  
-E

pos ①

1.2 : 101A

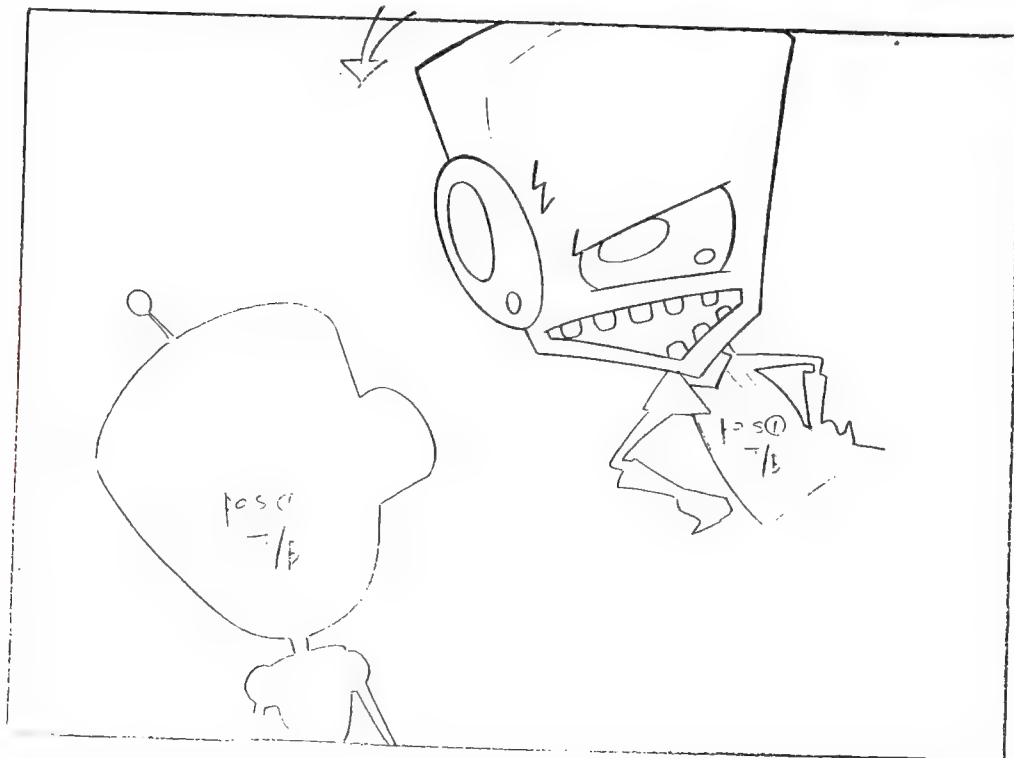
SC - 81

PG - 85 S/A



IF YOU PULLED ZIM'S  
LIPS BACK, YOU'LL  
SEE HIS "GUMS" —  
HIS TEETH AREN'T  
REALLY SEPARATE,  
THEY ARE JUST  
FLESHY BUMPS IN  
A ROW



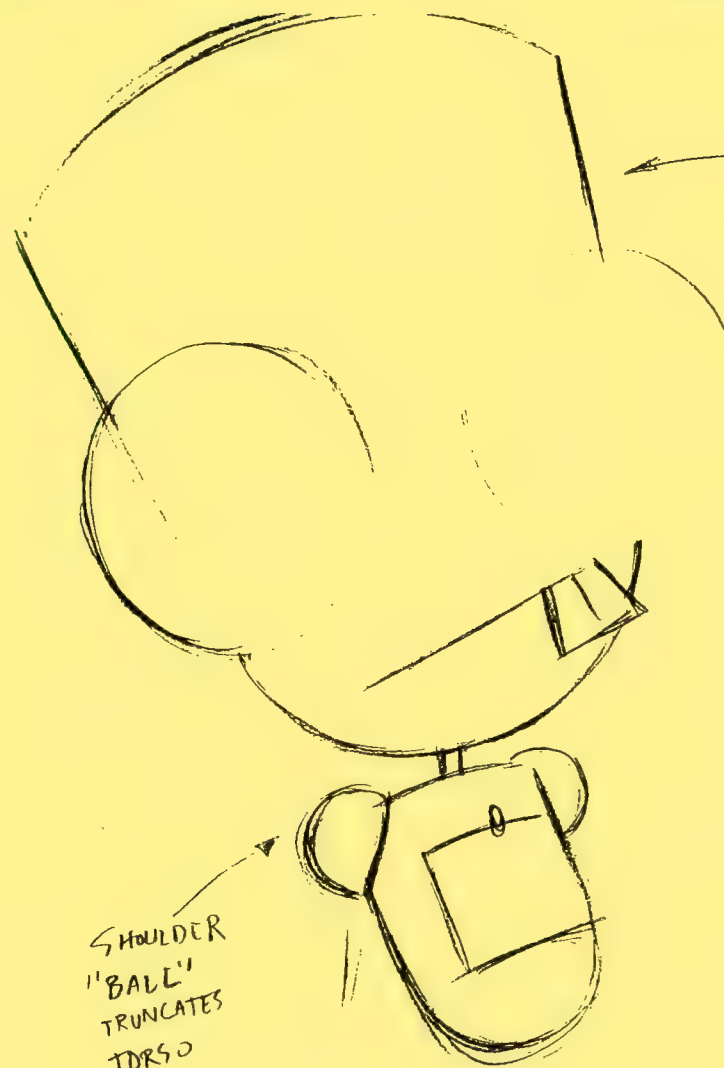


posci

1.2 : 101A



Sc - 89

BG - 855/A




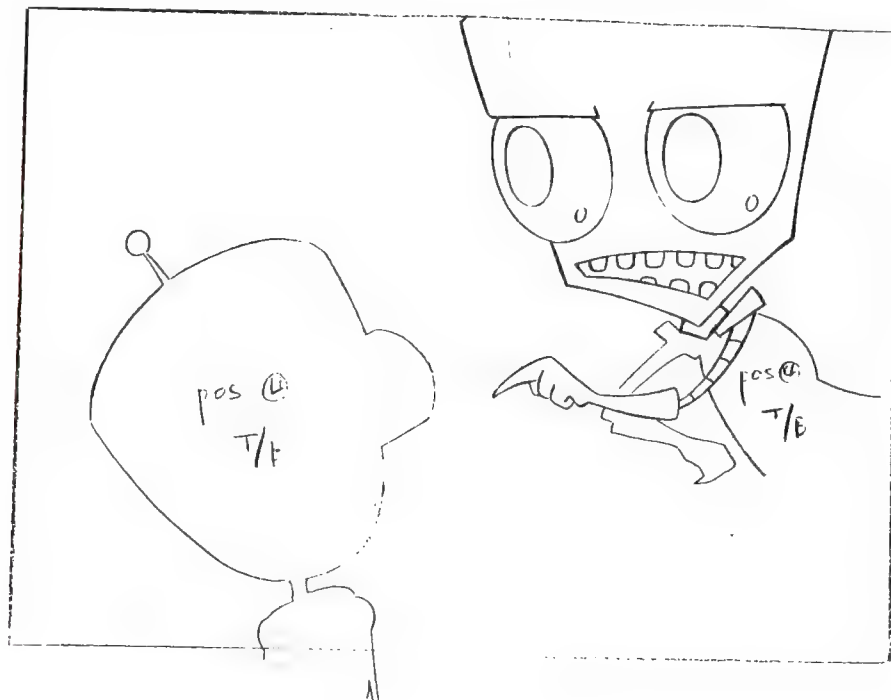
HEAD "CAN" NOT  
TOO SQUAT

SHOULDER  
"BALL"  
TRUNCATES  
TORSO



DON'T LET  
EYE BREAK  
THE CONTOUR -  
CONSTRUCT  
WHOLE HEAD  
BEFORE ATTACHING  
EYES





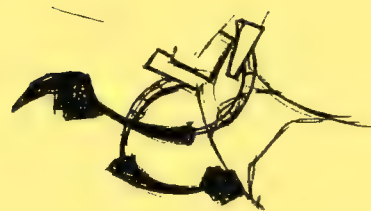
pos ⑤

1-2 : 107A

SC-85

BQ-85





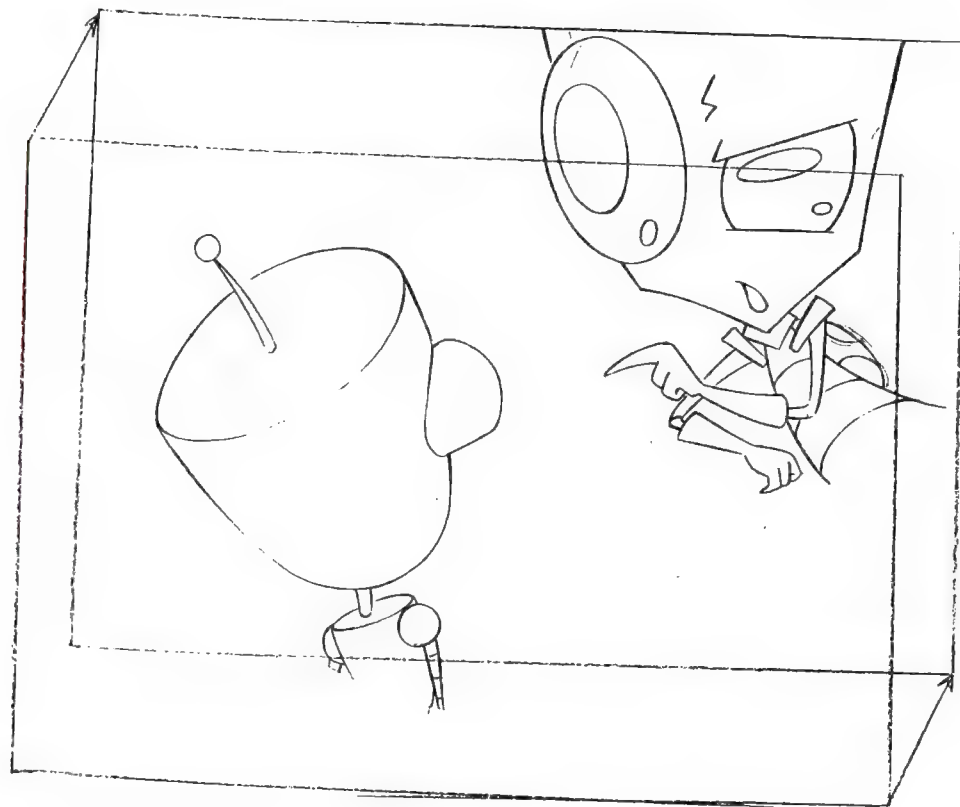
SHARPER SHAPES



CONSTRUCT  
THIS SIDE OF  
THE HEAD BEFORE  
ATTACHING THE  
EYE - MAKE  
SURE THE OUTLINE  
IS NOT BROKEN

LOWER EYE

SHOULDER  
BALL  
TRUNCATES  
TORSO-SHAPE



pos ④

1.2 : 107A

SC - 85

B4 - 85

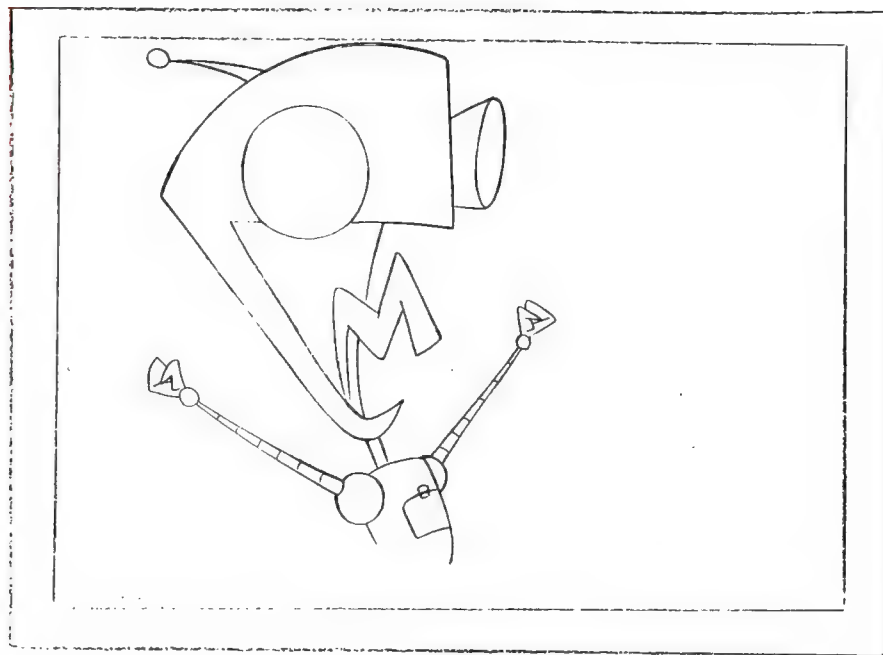
✓  
\*LOOKS GOOD,  
JUST SOME MINOR POINTS:





78H

pos (2)



1.2 : 101A

SC - 85

GG - 85



\* KEEP SIDES OF  
HEAD PRETTY  
THICK

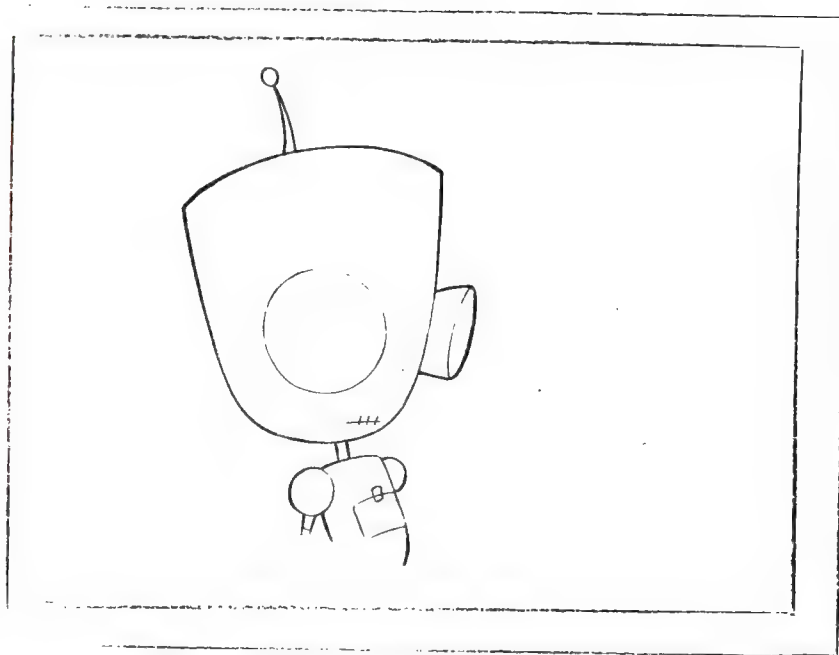
EYES SLIGHTLY BIGGER

WATCH BODY CONSTRUCTION



2F

pos ①

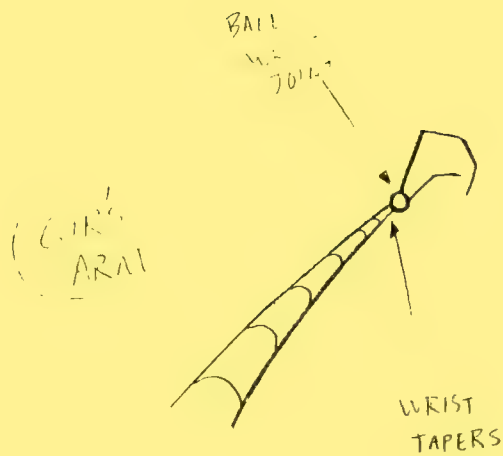


1.2 : 107A

Sc — 85

BG — 85

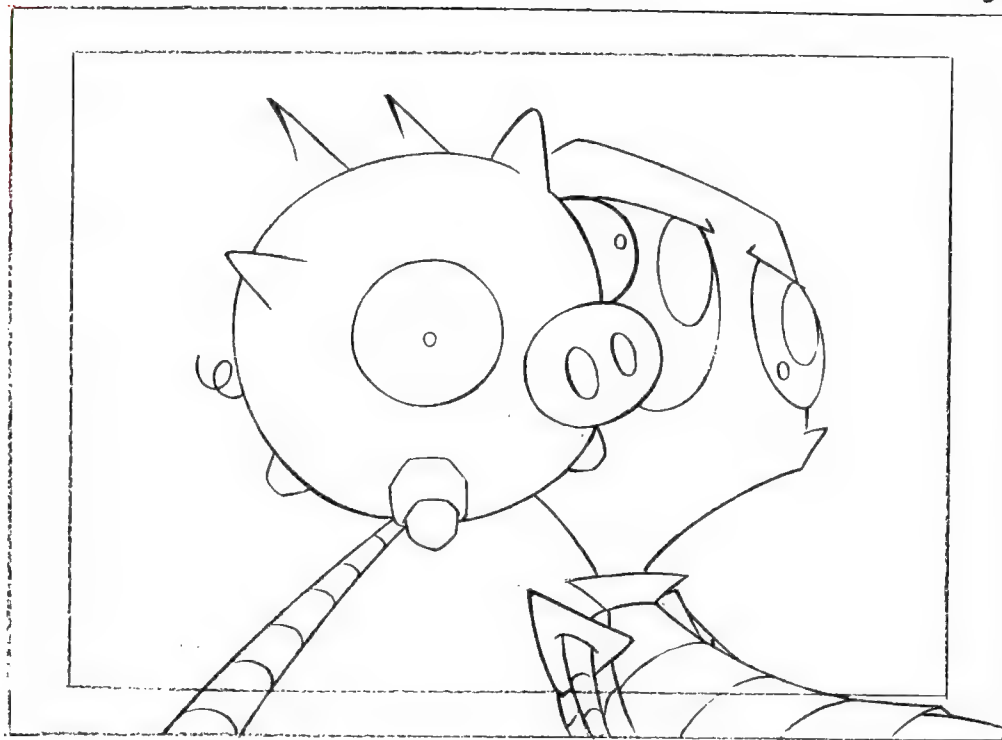






8th

pos ⑥

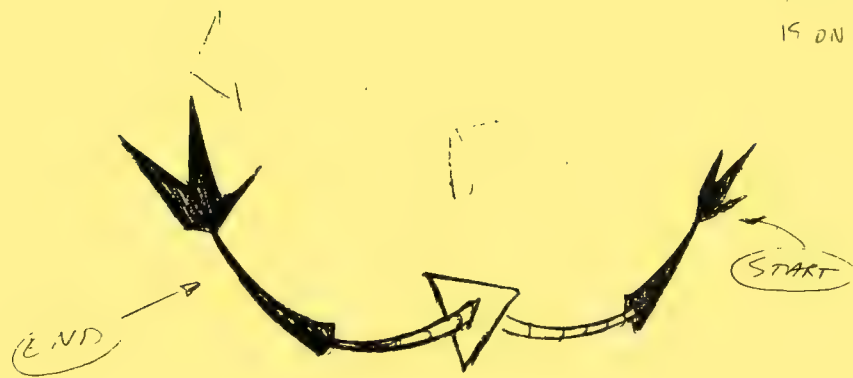


1.2 : 107A

SC - 82

BG - 82

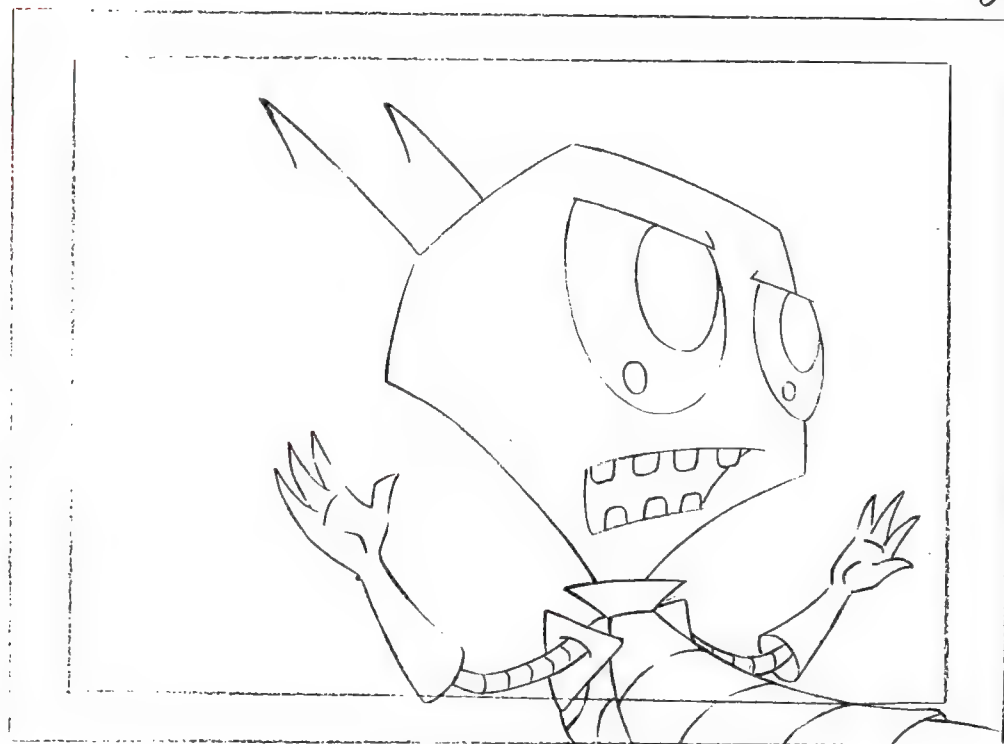
\* THESE TWO ARMS  
WERE MEANT TO BE  
THE (START) & (END)  
POSES OF THE SAME  
ARM [AND THE HAND  
IS ON UPSIDE DOWN!]





85

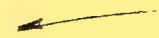
pos (5)



1.2 : 107A

SC - P2

BG - 82

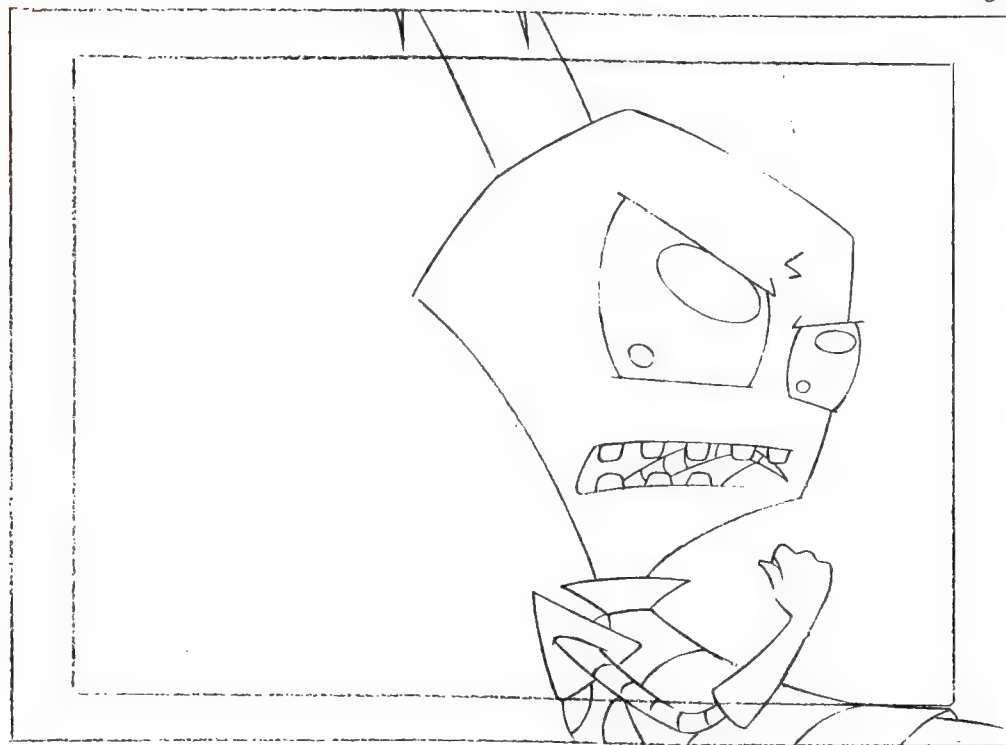


GRAPHIC  
SHAPE



87

pos (4)



1.2 : 107A

SC - 82

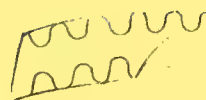
BG - 82



(SORRY)



[I KNOW I DREW THIS W-RONG IN THE  
HORIZONTAL, BUT...] MUCH LIKE  
THE TONGUE ANCHORING IN THE  
THROAT, TRY TO HAVE THE ARMS  
ANCHOR ON THE BODY



SLIGHTLY  
ROUNDER  
TEETH

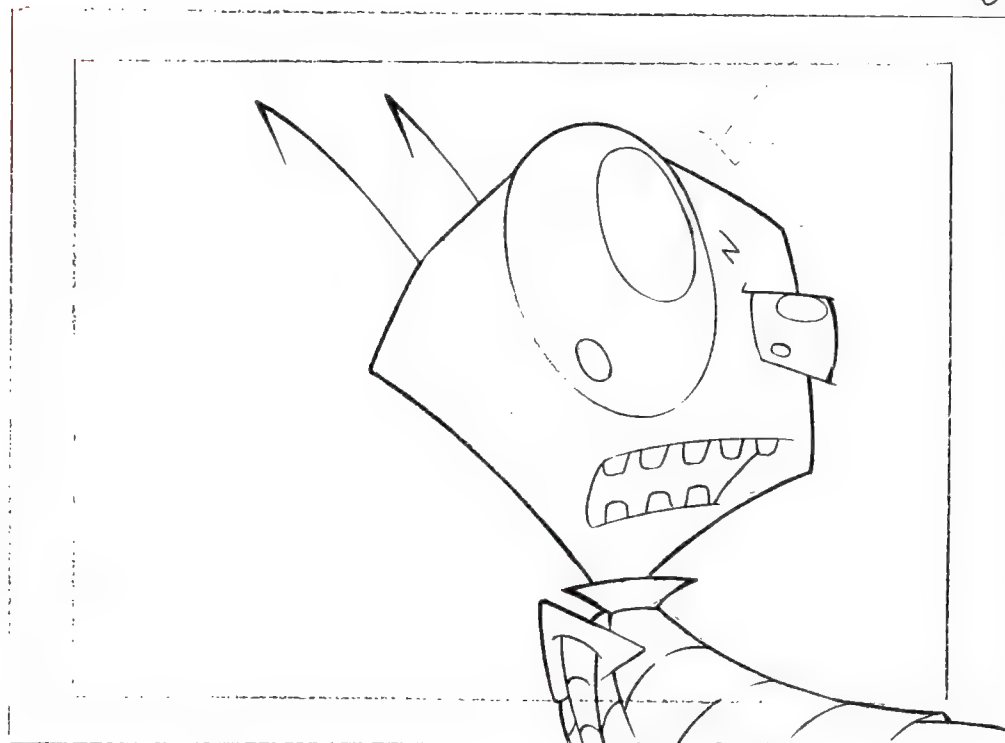






8th

pos ②



1.2 : 101A

SC - 82

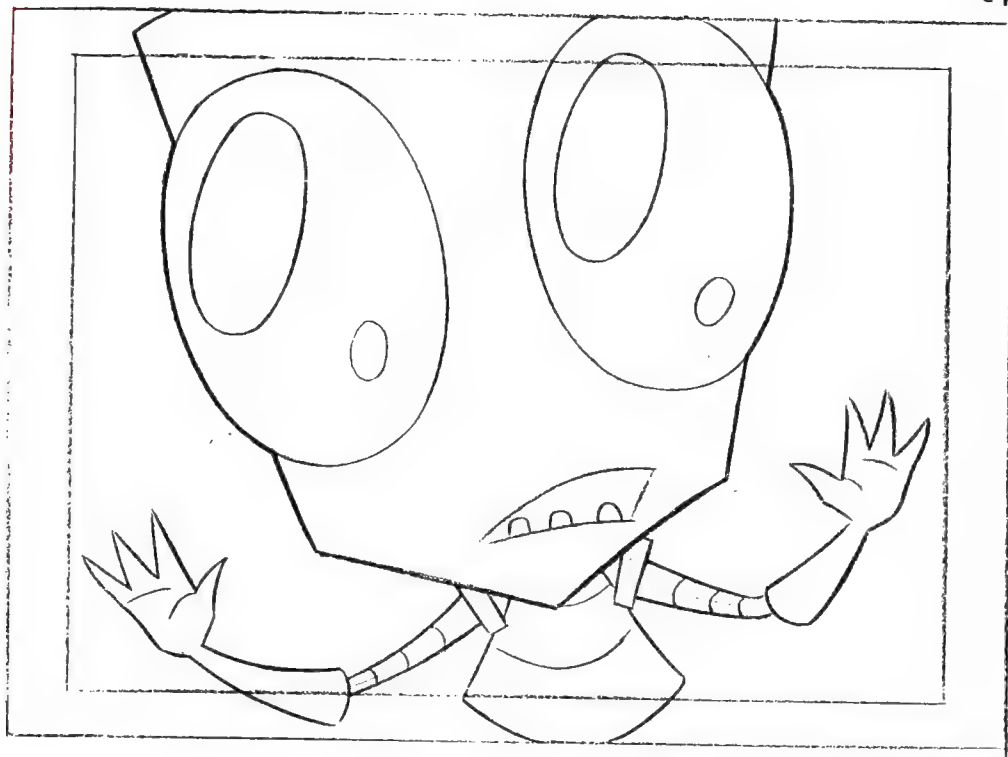
BG - 82



★ NOTE: ZIM  
ONLY HAS TWO  
FINGERS & ONE  
THUMB:



THINNER/SHARPER  
ARMS



8h

pos ①

1.2:101A  
SC. 18  
BG. 18  
MC: 7d

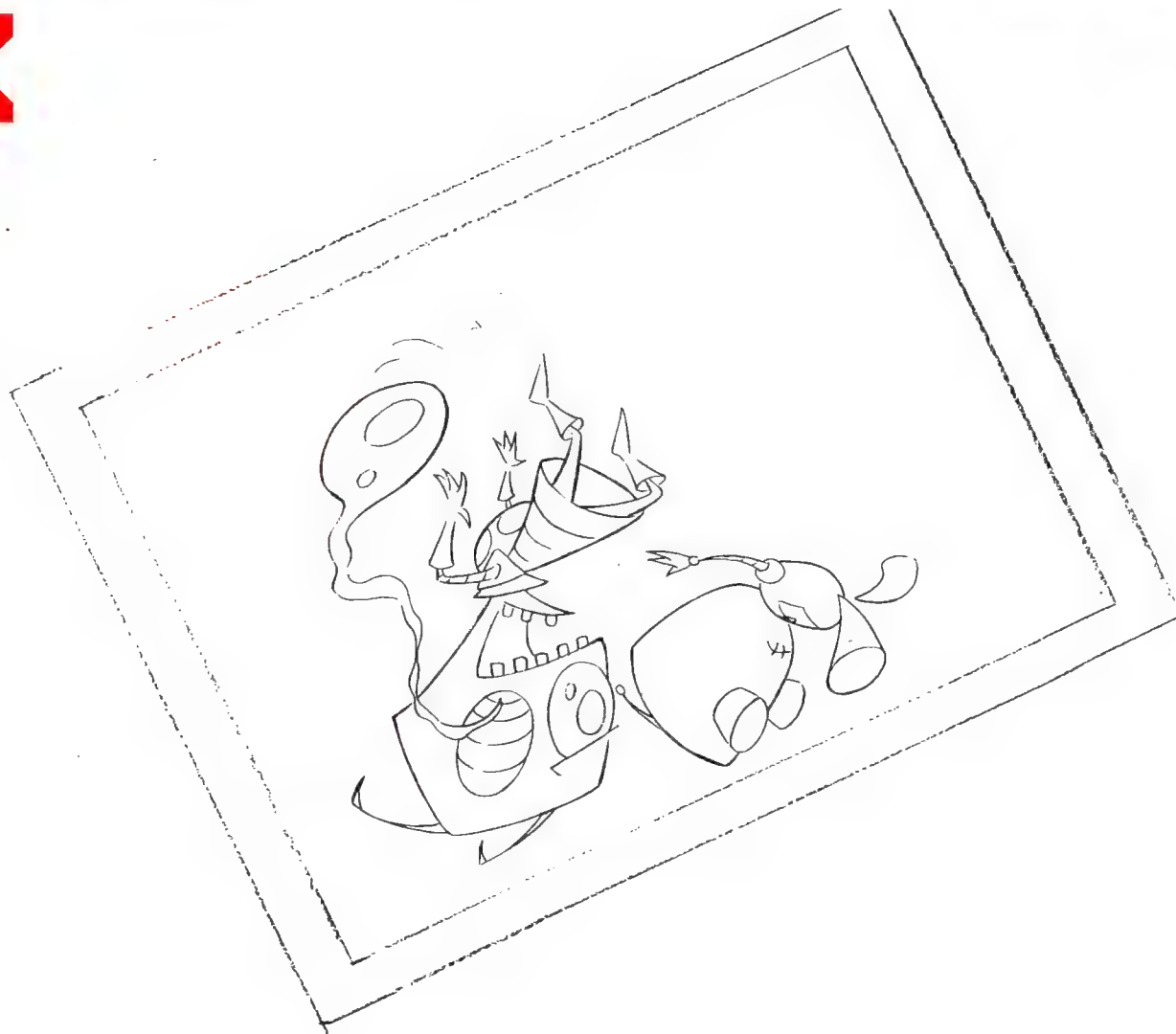


\* BACK LINE OF INNER MOUTH  
AND TONGUE SHOULD SPRING  
FROM THROAT

EVEN IN UPSHOT,  
KEEP GIRL'S EYES  
LOW ON HEAD (NOT  
AS LOW AS A NORMAL  
SHOT, OF COURSE)



pos (6)



1.2 : 109A

SC - 16

BG - 16

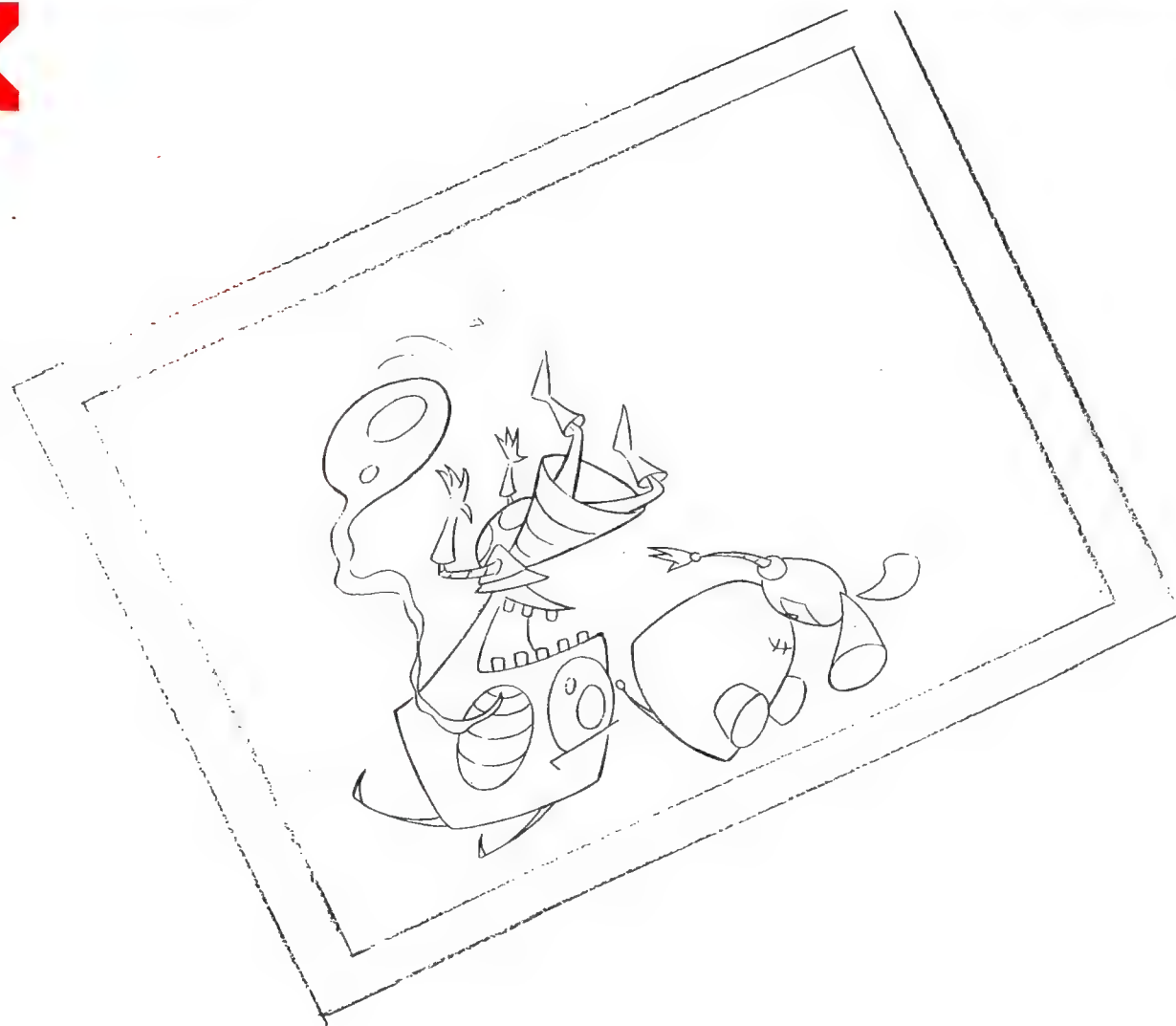


\* BACK LINE OF INNER MOUTH  
AND TONGUE SHOULD SPRING  
FROM THROAT

EVEN IN UPSHOT,  
KEEP GIR'S EYES  
LOW ON HEAD (NOT  
AS LOW AS A NORMAL  
SHOT, OF COURSE)



pos 6



1-2 : 107A  
SC - 16  
BG - 16



✓

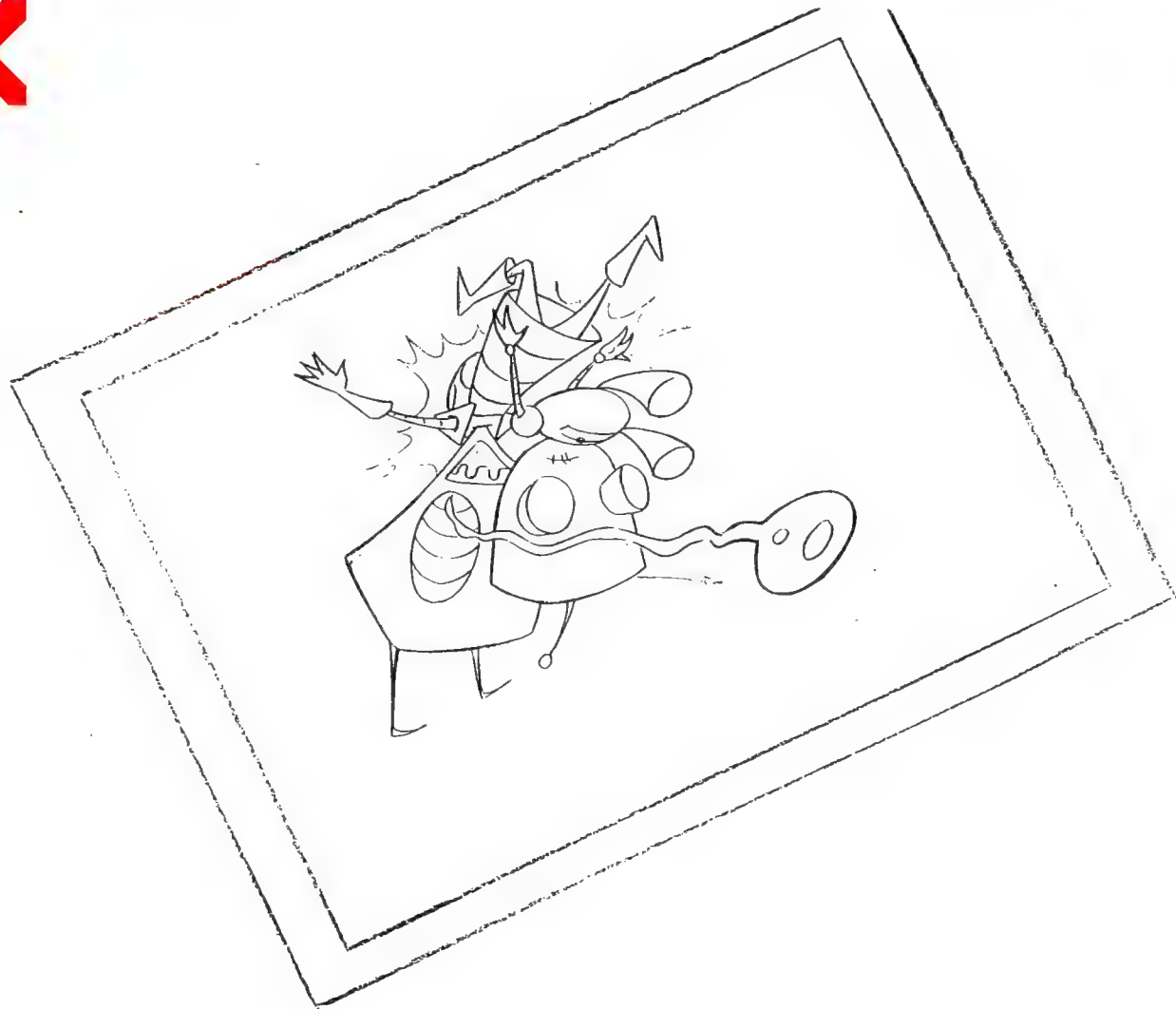
DESPITE SIDEBEARD,  
ZINN'S POSE HERE SHOULD  
CONTRAST W/ LAST TO  
SHOW GIRL'S IMPACT W/ HIS  
HEAD



COMPLETE FIG,  
BODY CONSTRUCTION  
CONSISTANT (TORZO),  
NOT SO WATER BALLOON-LIKE



pos ⑤



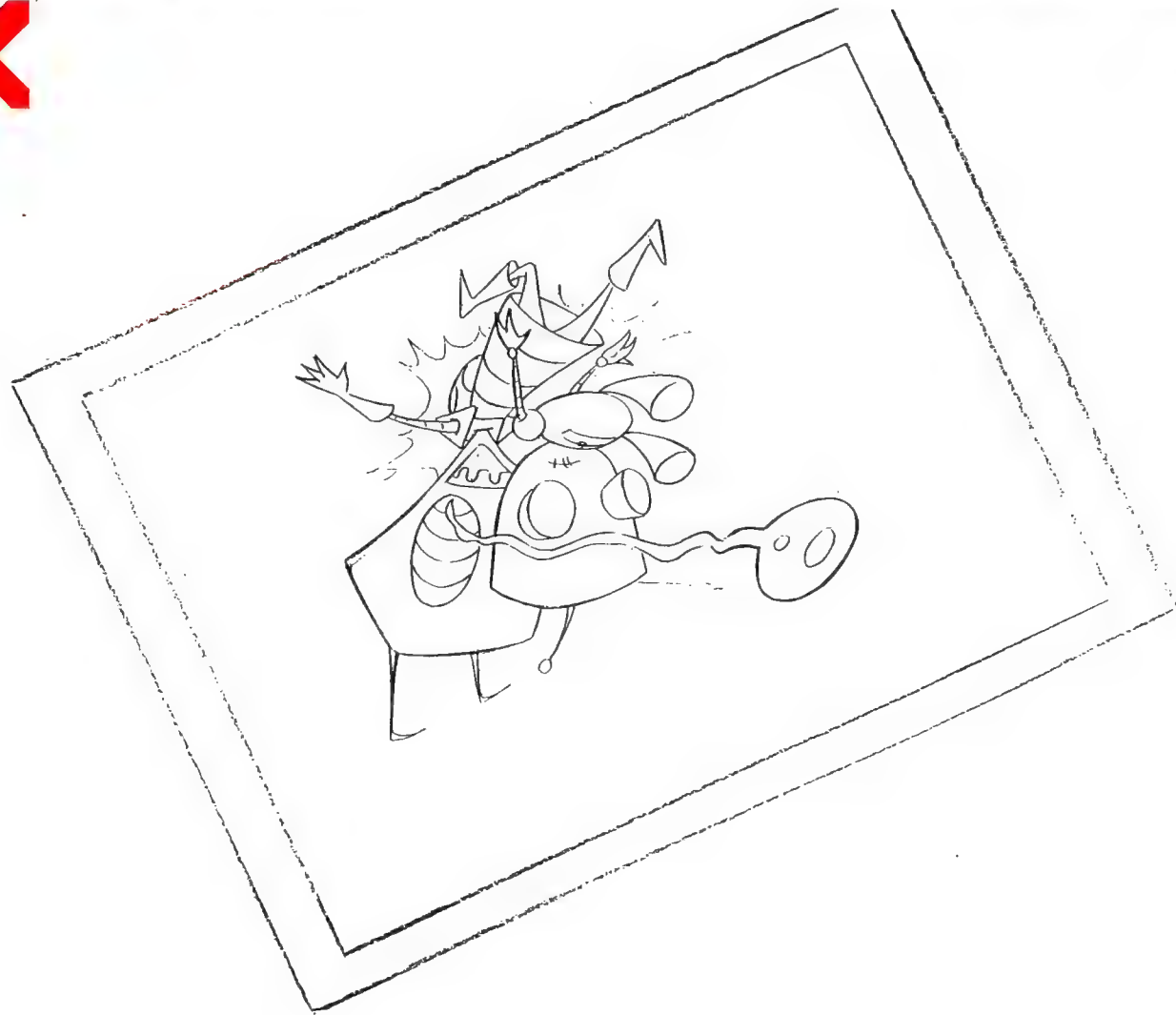
1.2 : 107A

SC - 16

PG - 16



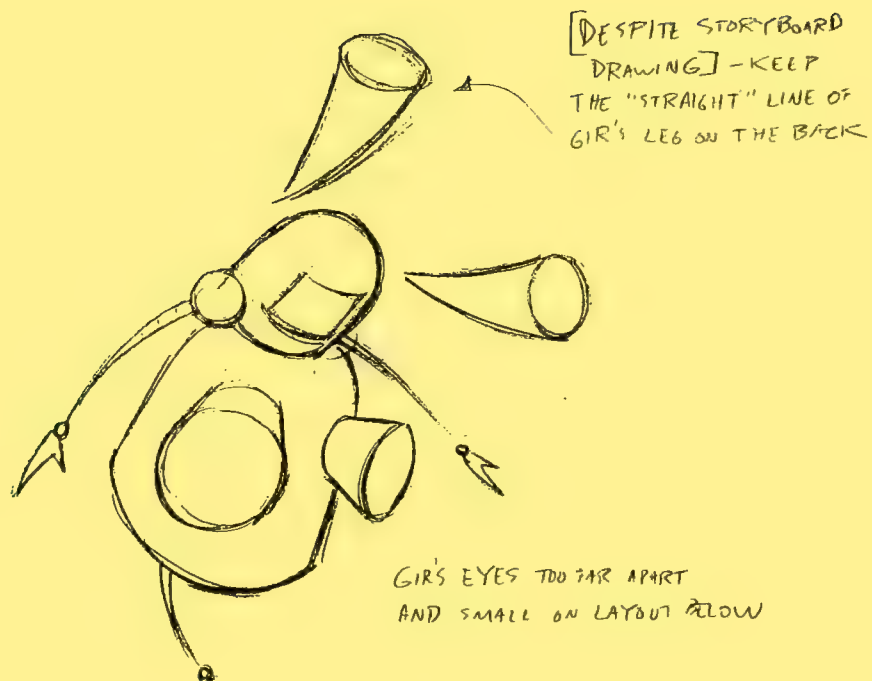
pos ⑤



1.2 : 107A

SC - 16

BG - 11



✓

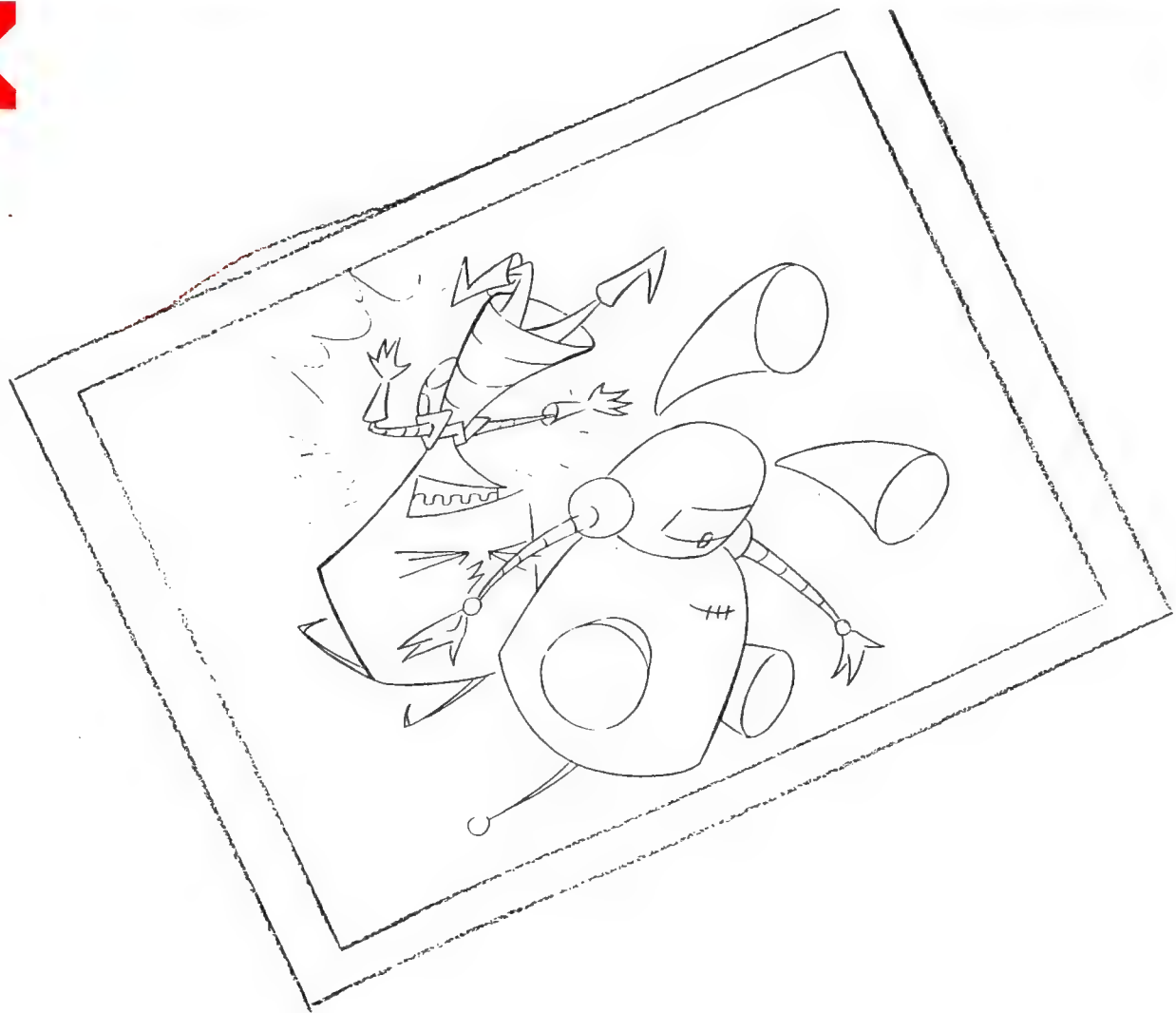
MORE GRAPHIC BODY



EYES LOW  
ON FACE



pos ④



1.2 : 107A  
SC- 16

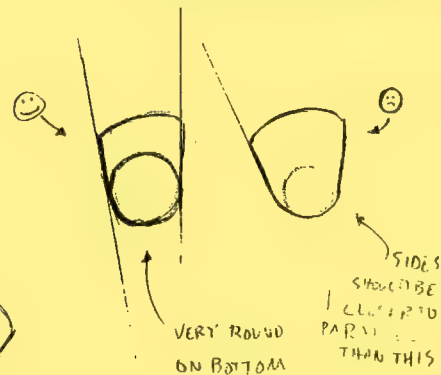


TREAT LIGS/BOUIS/FEET  
SIMIL AS GLOVES/ARMS,  
IN A GRAPHIC MANNER  
WHICH ONLY HINTS AT  
FORM - LINE OF ACTION  
MORE EMPHASIZED





## G.I.R.'S HEAD CONSTRUCTION



DON'T LET  
GIR'S LEGS  
"BALLOON OUT"  
SLENDER CONE-LIKE  
SHAPES, STRAIGHT VS  
CURVE

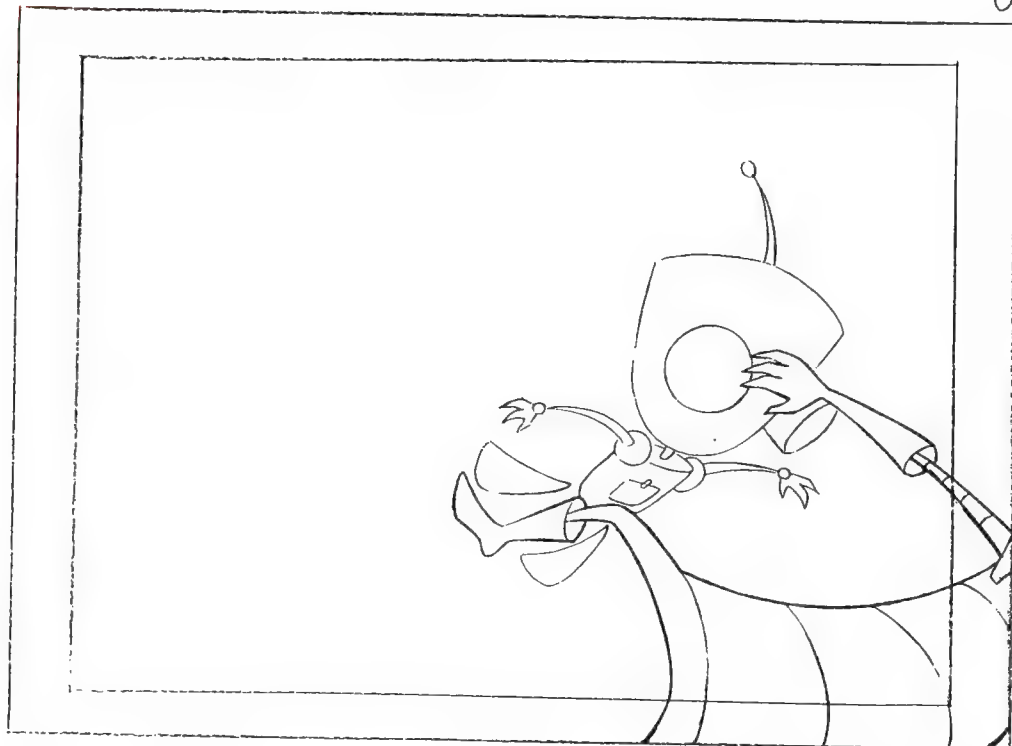


BODY IS LIKE A  
LITTLE VERSION OF  
HEAD (TOO DISTORTED  
IN THIS LAYOUT)  
USE THE CROSS-CONTOUR  
OF GIR'S FRONT PANEL  
TO HELP SHOW FORM  
AND ANGLE

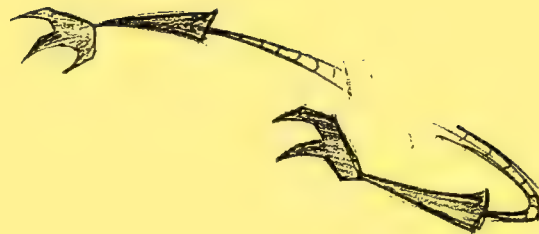




On



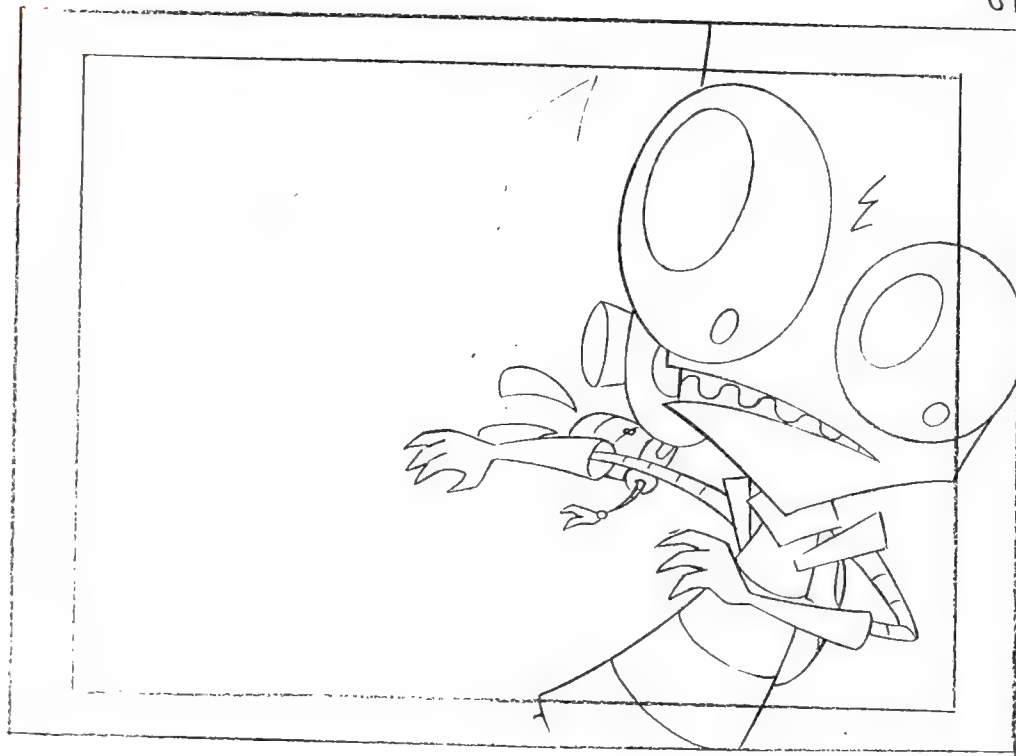
1.2 : 107A  
SC - 10  
BG - 10  
OL - 10



ATTACH GRAPHIC SHAPE  
TO LINE OF ACTION, ONLY  
HINTING AT FORM



8h



1.7 : 109A

SC - 10

BG - 10

OL - 10

THIS LAYOUT IS VERY GOOD -  
JUST A FEW MINOR POINTS...

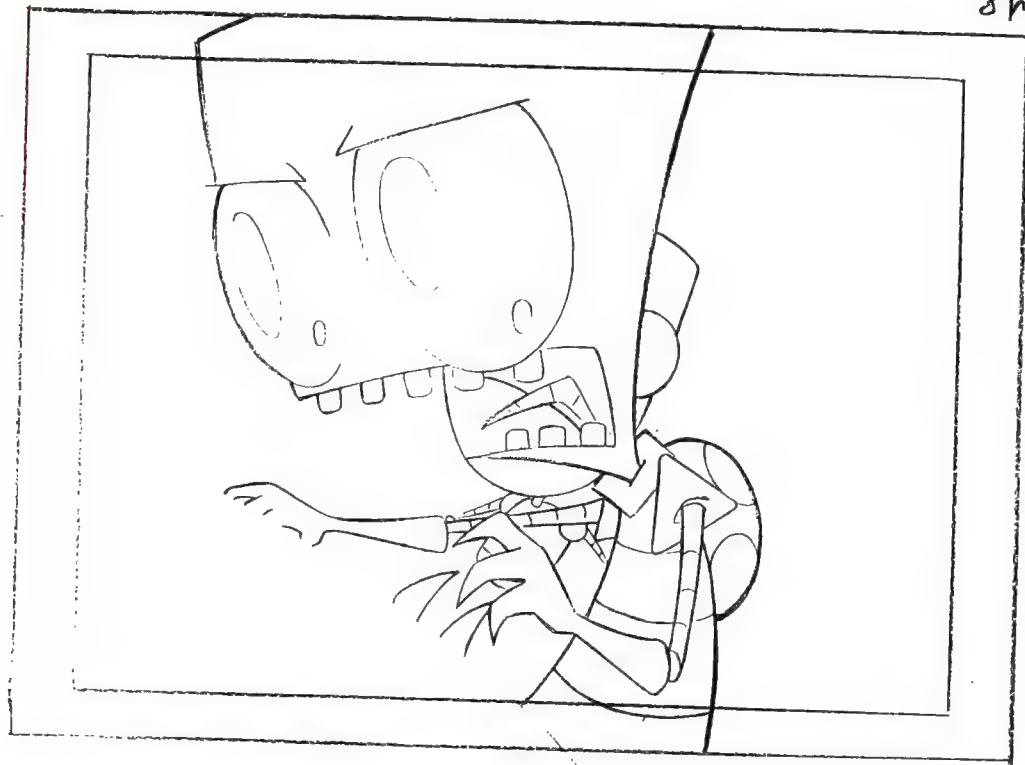
ROUND  
THE  
ON ZIM



COLLAR GRAPHIC IN 3-4

THINK OF HANDS  
AS GRAPHIC  
SILHOUETTE,  
SHARP POINTS AND  
ANGLES, VERY THIN  
WRISTS - DO NOT  
THINK ANATOMICALLY - THINK GRAPHIC SHAPE IN SUPPORT OF LINE OF ACTION

TAPER ARMS VERY THIN!  
ALMOST TO A POINT AT  
THE GLOVE (THINK OF  
GLOVE AS FOREARM, SLEEVE  
AS UPPERARM)



87

1050

1.7 : 107A

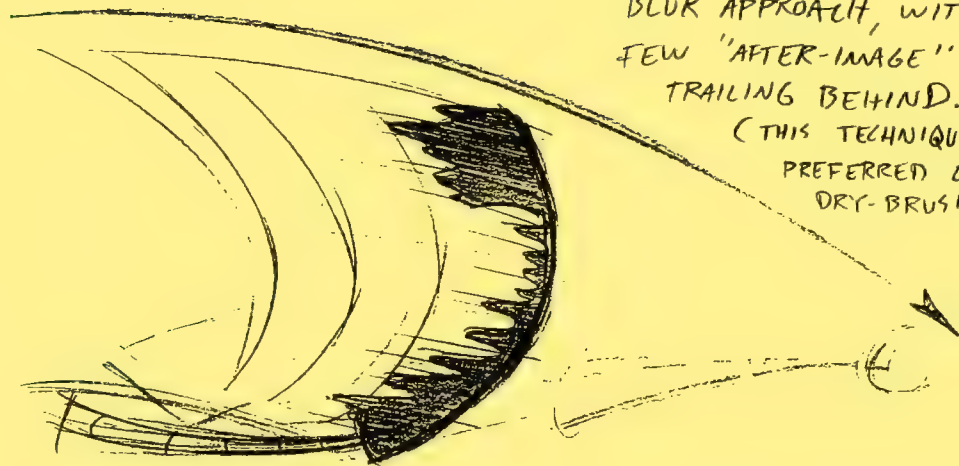
SC - 10

BG - 10

04 - 10

THIS POSE IS OBVIOUSLY  
MEANT TO BE AN (INB).  
IN A SITUATION SUCH  
AS THIS, WHERE THE  
ACTION IS VERY FAST  
AND SHORT, YOU CAN  
EMPLOY AN ANIME-STYLE  
BLUR APPROACH, WITH A  
FEW "AFTER-IMAGE" LINES  
TRAILING BEHIND.

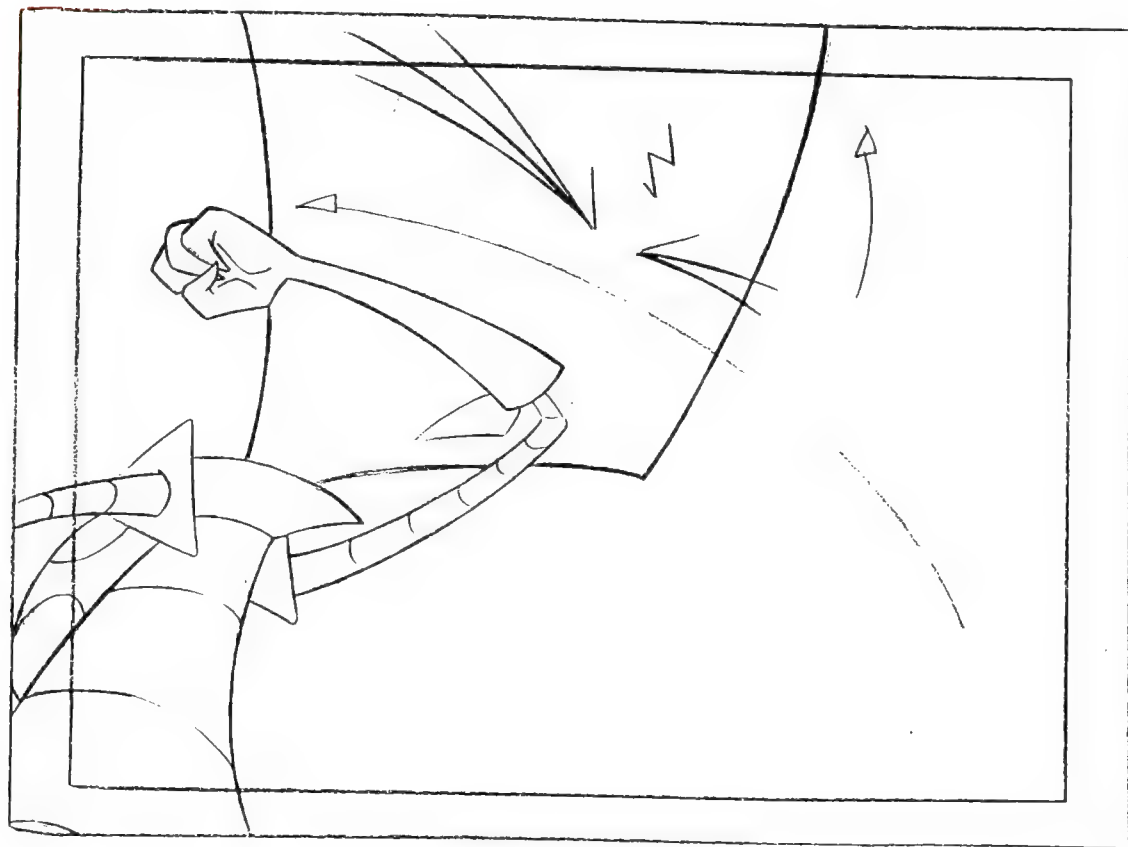
(THIS TECHNIQUE IS  
PREFERRED OVER  
DRY-BRUSHING)



이 그림은 분명히 동작 (하이킹) 여야 합니다.  
이것과 같은 상황에서 매우 액션이 매우  
빠른 경우 anime 스타일의  
뒤로 즉 뒤로 장난이 따라가는 "애프터  
이미지"로 적용시킬 수 있습니다.

(이러한 테크닉이 드래이브와 유사하다  
생각되고 있습니다)



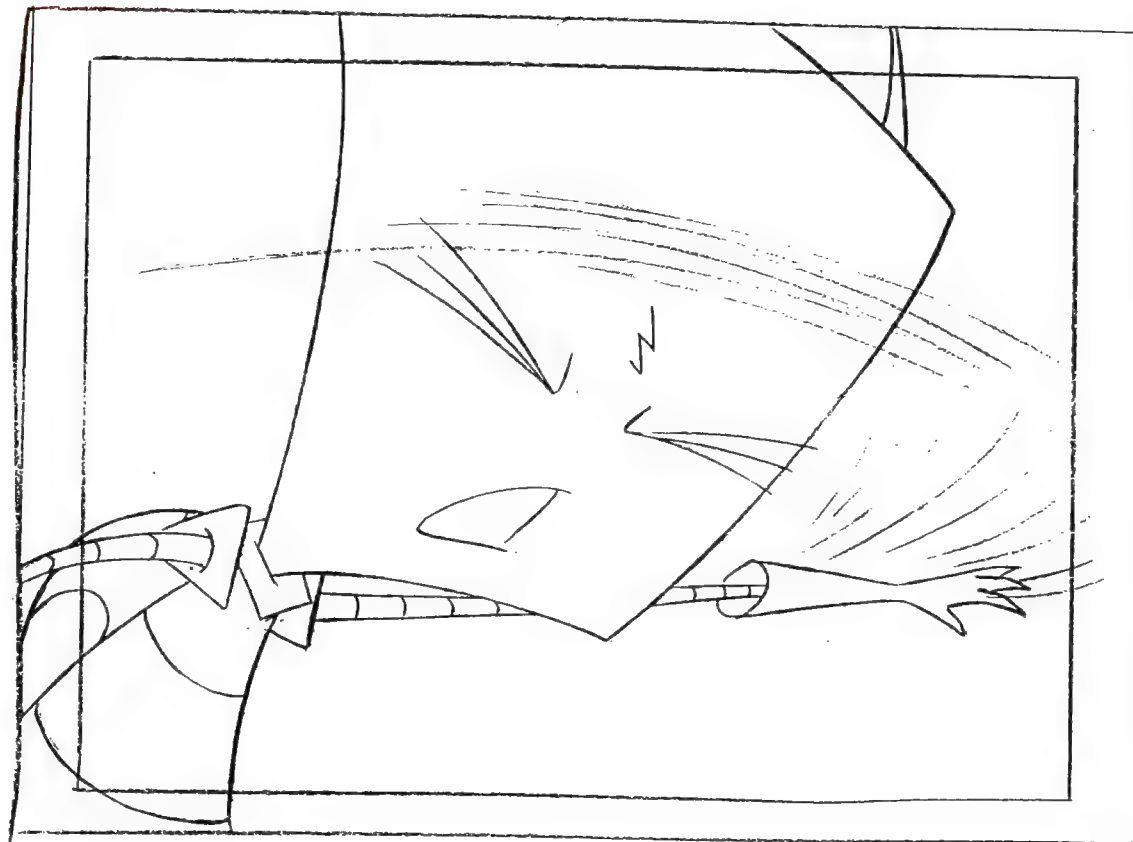


PO S(12)

1.2 : 101A

SC - 91

BG - 91



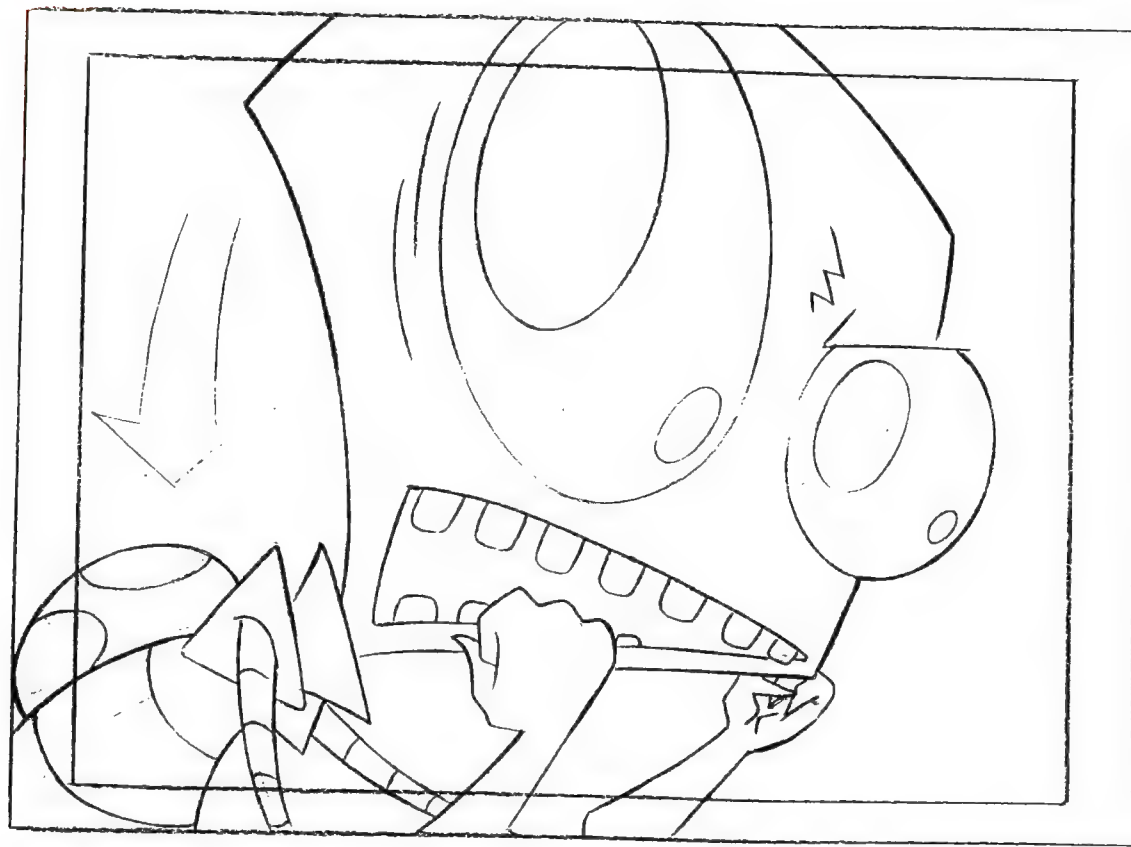
pos (13)

1.2 : 107A

SC-91

BG-91





pos ⑪

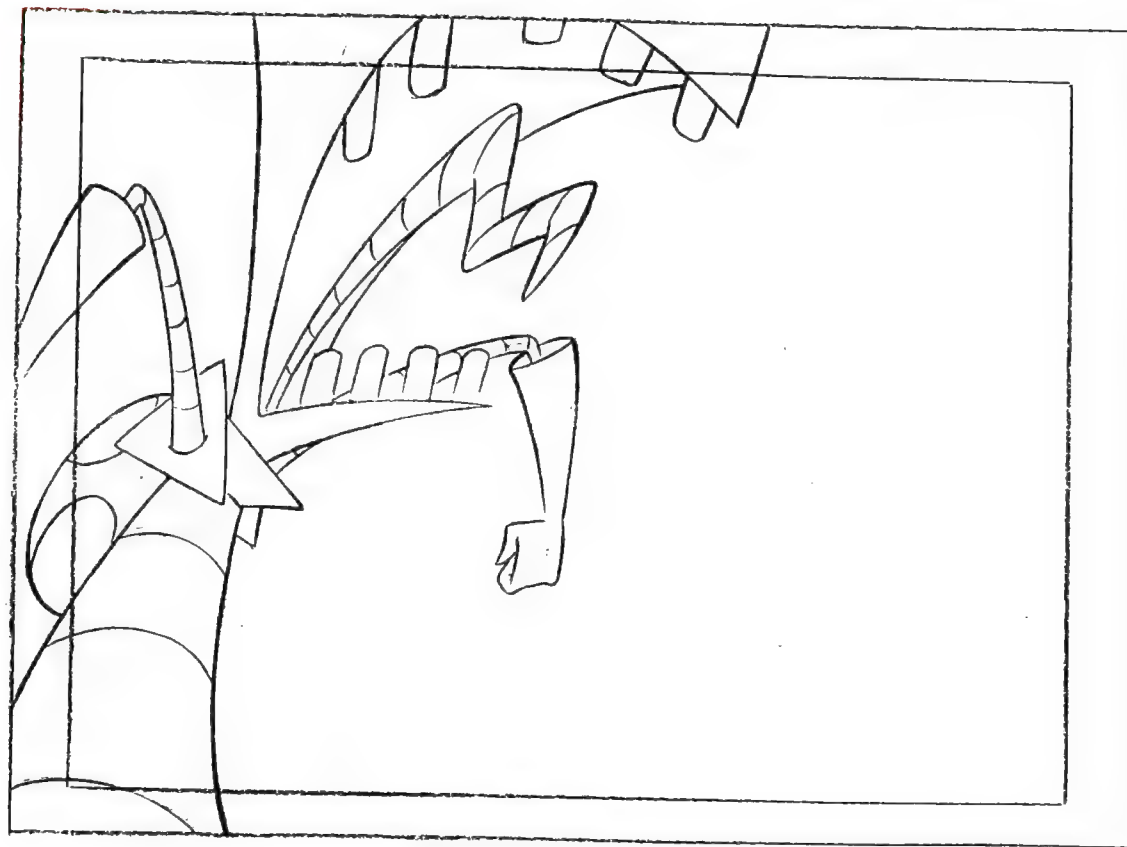
1.2 : 101A

SC - 91

BG - 91



THINNER, 더 가늘고  
SHARPER 더 뾰족하게  
TONGUE 되



posco

1.2 : 107A

SC - 91

BG - 91

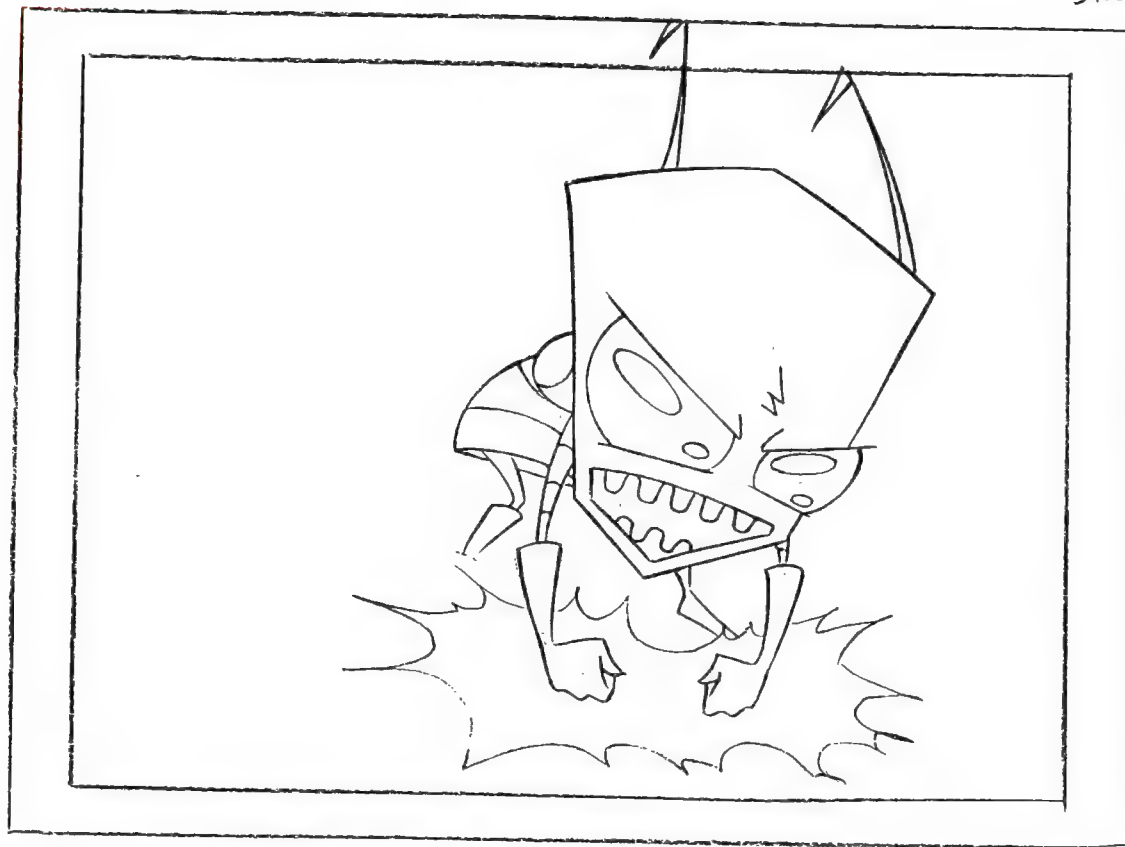






3FLD25

POS 9



1.2 : 101A

SC - 91

BG - 91

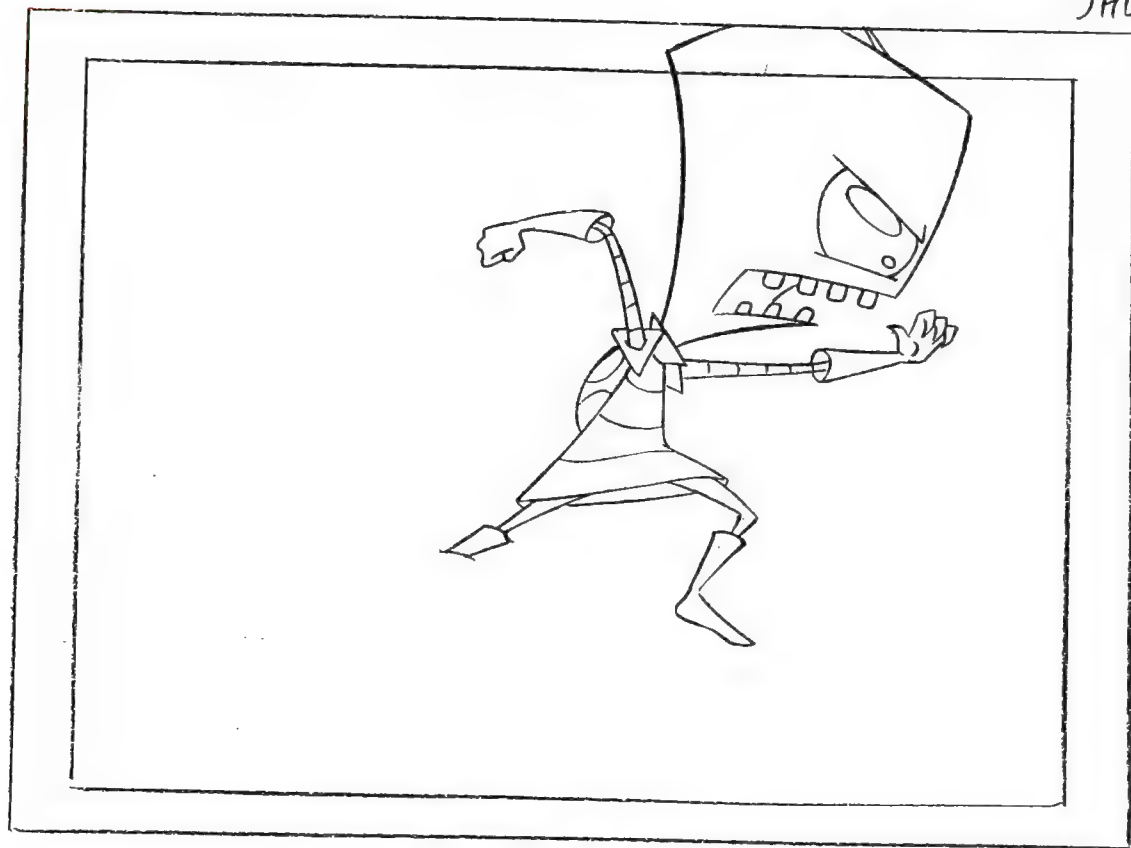


ONCE AGAIN,  
ZIM IS PUNCHING,  
WITH OPPOSITE  
THIS TIME

이렇게도  
마찬가지로  
같이 다른 쪽으로  
평치하는  
것임바.



3FLDP 2S  
POS (E)



1.2 : 109A  
SC - 91  
BG - 91



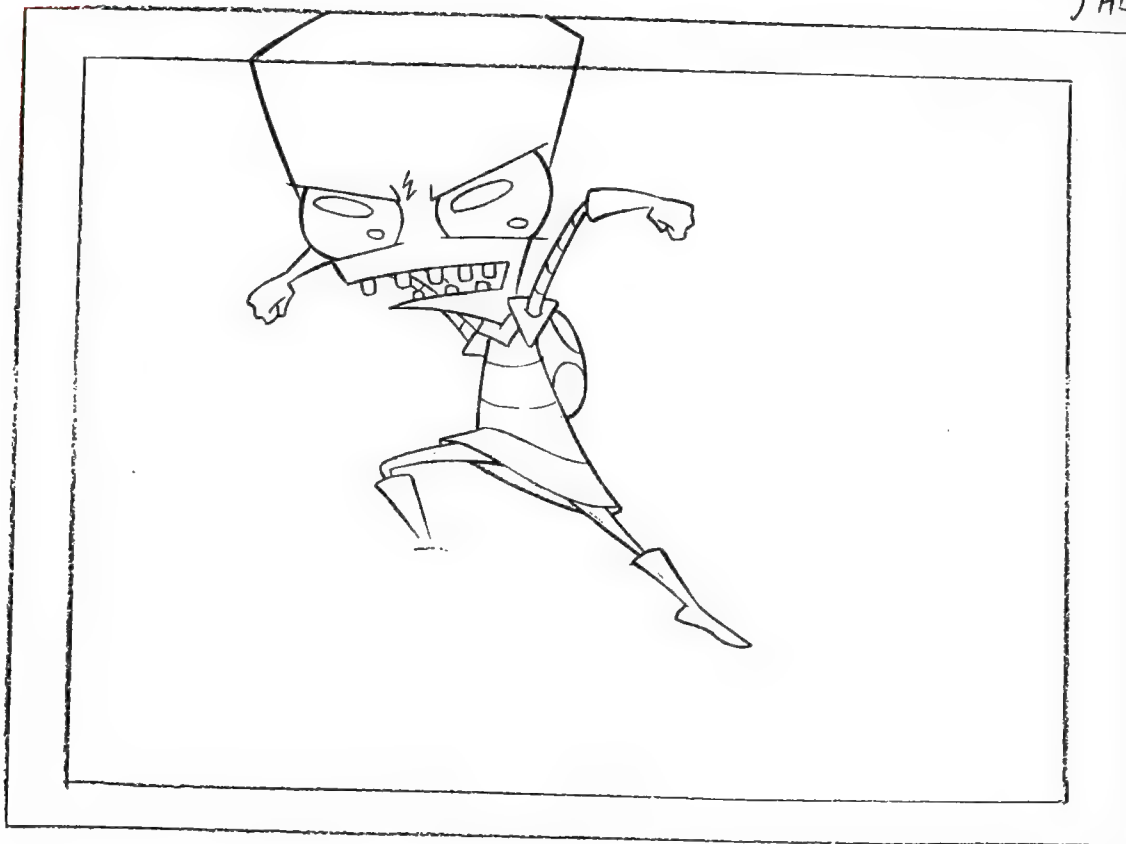
I KNOW I DREW  
THIS MOUTH BROKEN  
IN THE STORYBOARD,  
BUT... SORRY, SHOULD  
BE WITHIN THE HEAD  
SHAPE

제가 루터메다가 입을 이렇게  
그렸지만 ...  
리듬감이나 입이 머리 양에  
위해 있어야 합니다.



PFLD#25

POS(4)



1.2 : 107A

SC-91

BG-91

눈을 지내는 더 낮게  
EYES LOWER



혀는 가늘고  
뾰족하게  
KEEP TONGUE  
THIN, SHARP

DON'T FOLD  
ZIM'S "SHIRT,"  
JUST KIND OF  
BEND IT AROUND

짐의 셔츠는 접힐 수 없습니다.  
휘어지는 거라고 생각하세요.

ZIM IS PUNCHING  
THROUGH HOLOGRAM  
OF EARTH HERE  
[WRONG ARM IN  
LAYOUT]

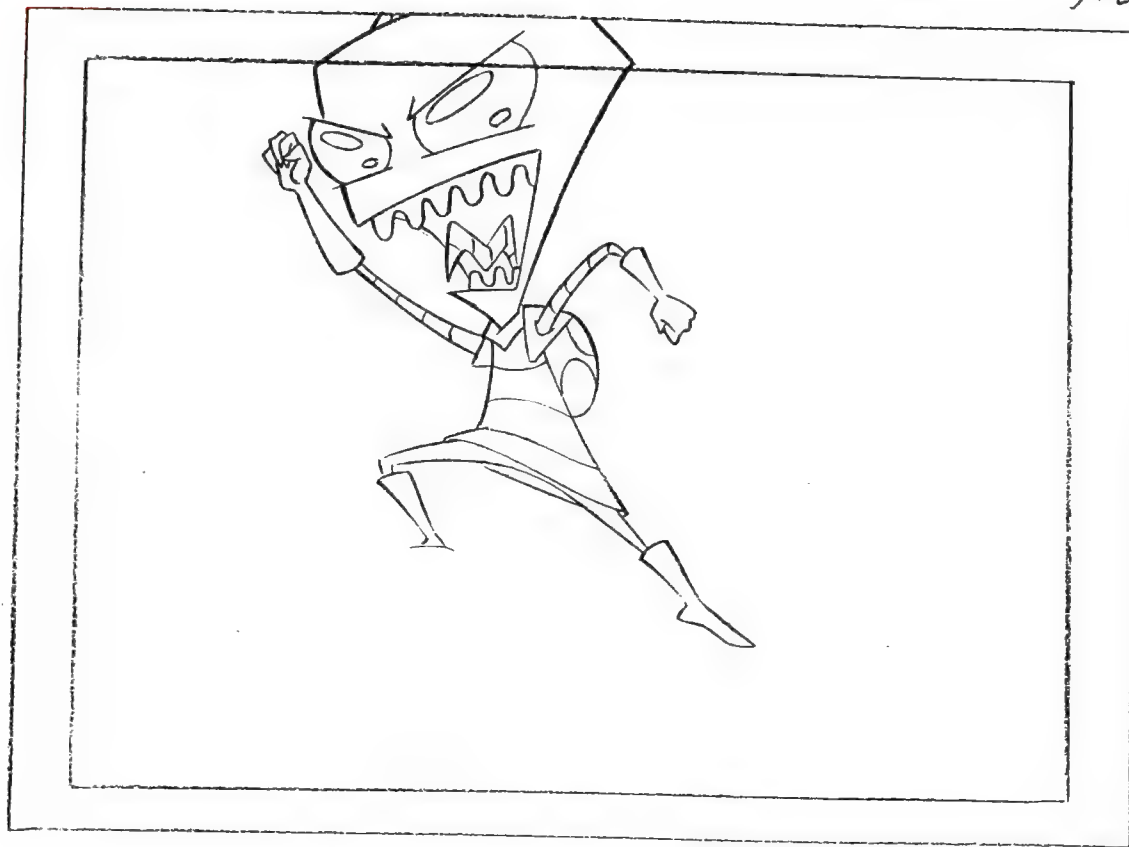
[레이아웃에서  
팔이 틀렸습니니다]

짐이 앞에 보이는  
지구 홀로그램에 대해  
평점을 하고 있습니다.



9FLD425

pos ③



1.2 : 107A

SC - 91

BG - 91



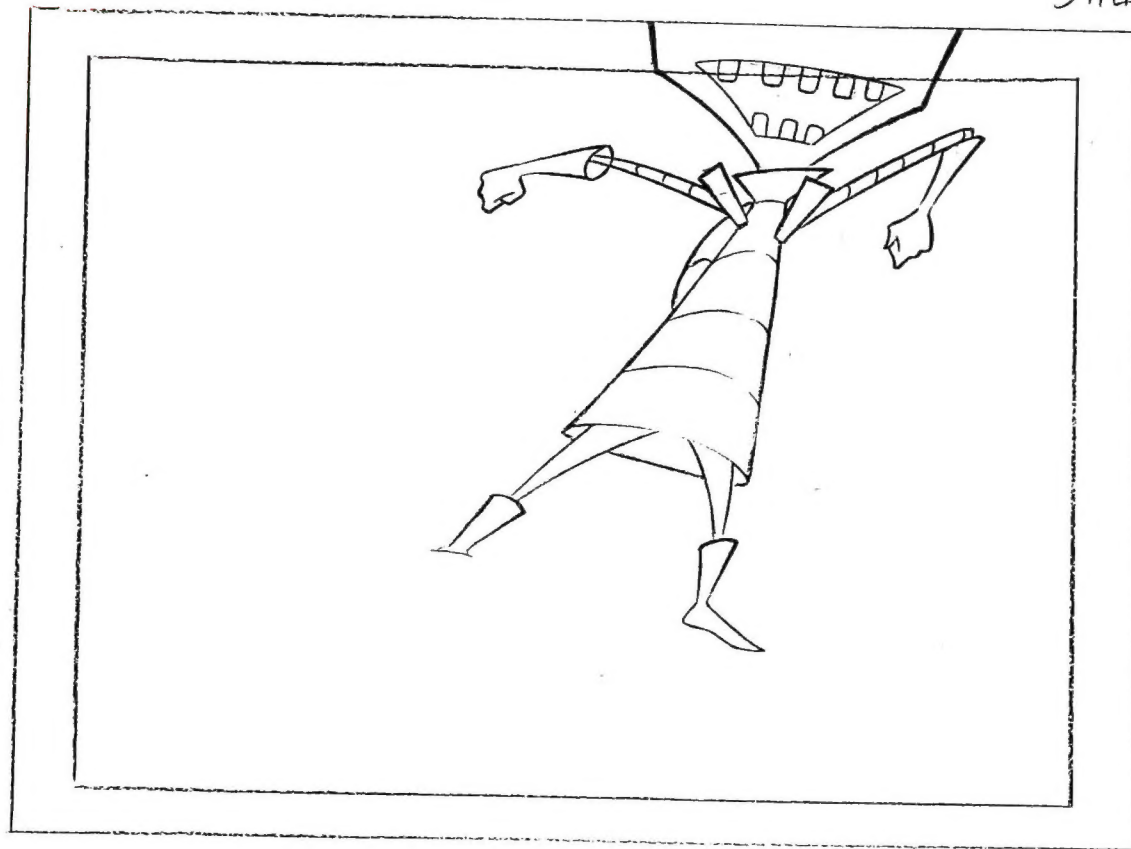
I THINK  
SHARP ELBOWS  
SUCH AS THIS  
ARE APPROPRIATE  
FOR CERTAIN  
ANTICS -  
PROVIDES GOOD  
CONTRAST IN  
POSE

이런 경우의 특징은  
준비동작에서나 이런  
반쪽만 확장하기  
사용될 수 있습니다 -  
표조상이 곧 대조를  
반영할 수 있도록.



X

3 FLD#25  
POS ②



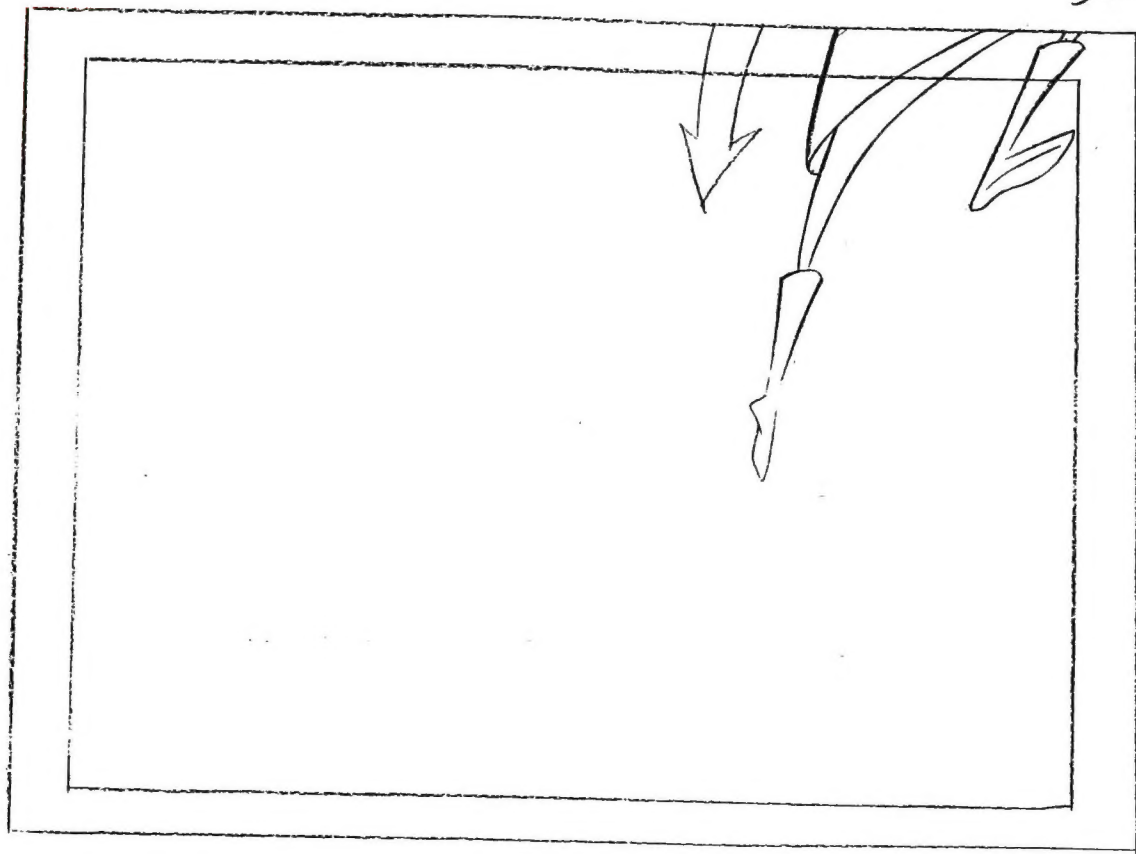
1.2 : 101A  
SC - 91  
BG - 91



X

3 FLD# 25.

POS ①



1.2 : 101A

SC - 91

BG - 91